

FEBRUARY 1988

£1.10

# COMMODORE USER

No. 1 For  
AMIGA GAMES

310 ■ HPL 5.75 ■ PCOM 5.50

**WE NAIL  
PREOATOR  
EXCLUSIVE**

**PLAY TO WIN  
NEBULUS HUNTER'S MOON**

**REVIEWED RASTAN SAGA PLATOON  
SUB BATTLE SIM GAUNTLET 2  
DOUBLE DRAGON COIN-OP MAPPED**

**24 PAGE AMIGA PULL-OUT SPECIAL**

● ALL GAMES AVAILABLE FOR:  
SPECTRUM COMMODORE AMSTRAD  
7.95 ea. 8.95 ea. 8.95 ea.  
CASSETTE

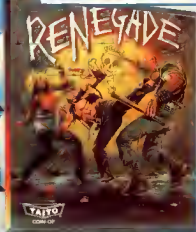


the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade hit for your home micro. Enjoy superb graphics and realistic action as RASTAN takes on a world of dangers - magical wizards, fire-breathing lions, bats, snakes, skeletons and finally the living dead by it more than you can handle?

... the Warrior King.  
The latest hit coin-op from Taito.

Lands that produce men of legend, dragon slayers, lie in his shadow - guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade hit for your home micro. Enjoy superb graphics and realistic action as RASTAN takes on a world of dangers - magical wizards, fire-breathing lions, bats, snakes, skeletons and finally the living dead by it more than you can handle?

# CHAIN



In the knife-edge world of the vigilante there is no place to rest, no time to think - but look sharp - there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path - the Renegade. A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features  
PLAY RENEGADE... PLAY MEAN!

ALL GAMES AVAILABLE FOR:  
 COMMODORE 12.95 ea. SPECTRUM & AMSTRAD 14.95 ea.  
 DISK

# ARCADE

More arcade magic from the SNK label. Psycho soldier is tipped for the top as her thirst for action and adventure takes her to even more strange worlds.

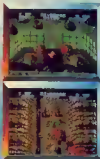
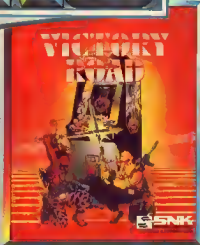


# PRICING

Having survived the bloodsucking monsters of the first phase, you progress on to the actual Road itself.

This is where the fun really begins. You will meet vampires, two and three headed monsters – the head will fly at you on its own, just when you think you are gaining the upper hand. Collect icons to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game, which has that elusive extra something to keep you coming back for more.



the name of the game

® Imagine is a registered trademark

MANCHESTER · M2 5NS · PHONE 061 834 3939 · TELEX 669977



"Octapolis is quite simply awesome. Graphics like you've never seen before, a soundtrack you won't believe. Rush out and get it before you do anything else!"



Computer and Video Games Hit.

"One hell of a blast... an appeal as of it's own... graphics are excellent, addictive and very playable... dual viewpoints stretch the reactions and concentration to new limits."

Rating 86% Zap 64

CASSETTE  
£9.95



COMMODORE  
C64/128

ENGLISH  
SOFTWARE

DISKETTE  
£12.95

# CONTENTS

## FEBRUARY

### SPECIALS

#### 22 PREDATOR NAILED

An exclusive first review of Activision's big film licence. Watch Arnie flex his biceps! Gasp at the lecherous graphics! Swoon as Gary Penn's prose!

#### 53 AMIGA EXTRA

We kick off the new year with a bumper supplement on the wundermaschine. It's packed with news, previews and reviews. Pull it out and treasure it forever!

#### 97 PLAY TO WIN

Gary Penn bursts into mapping and tipping action with the definitive guide on *Nebulus* and signs up Martin Welker for his very own tips on *Hunter's Moon*.

#### 114 DOUBLE DRAGON

Ferdy Hamilton gets to grips with the beefiest beat 'em up of the lot. It's the first of many coin op maps we're going to bring you this year.

#### 120 SILVER SCREEN SCENE

The first in an occasional series of film reviews

#### 6 BUZZ

#### 14 CHARTS

#### 88 LETTERS

#### 91 ADVENTURE

#### 107 RESULTS

#### 108 ARCADES

#### 119 TOMMY'S TIPS



▲ Arnie gets to grips with the Predator

Well met y'all, a hip happy New Year and all that seasonal guff. I'm well chuffed to bring you the first issue of 1986 and my first issue as Big Ed with another in a series of fab free gifts. I'm sorry though that it should involve you paying more. We've had to raise the price due to increased costs. You'll all no doubt have ripped your postcards off the front cover already in eager anticipation of some hacking, but before you go typing in that Wizball chest please note the printing error. The code is spell *Wizbore* with one *zed*. Phew! Good job we spotted that. All right don't let me keep you from the ish any longer. We think it beats the hell out of everything else. And it's going to get better with the addition of Gary Penn to the post of Dep Ed. Just watch us go...

### SCREEN SCENE

17 Gauntlet II

18 Platoon

32 World Tour Golf



▲ Gauntlet II

28 Galactic Gamus

30 Bangkok Knights

32 Raatan Saga

37 Masters of the Universe

38 Nightmare

40 Sialne

45 Defektor

47 RISK

49 Hunter's Moon

72 Black Shadow

75 Sub Battle Simulator

76 I, Ball II

78 Rainbow Dragon

79 MASK II



▲ Xenon

▲ Raatan Saga



80 Psycho Soldier

82 Morpheus

84 Sidewalk

85 Andy Capp



▲ Double Dragon mopped

Editor — Mike Palfreman, Deputy Editor — Gary Penn, Staff Writer — Nick Kelly, Designer — Elaine Bishop, Advertising Manager — Mark Scriven, Advertising Executive — Sam Jones, Copy Control — Angela Smart, Publisher — Terry Pratt, Editorial Advertising — 01-261 6222, Back Issue — EMAP Frontline Limited, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2NP Tel: 0733 558161, Subscriptions — PO Box 500, Leicester LE9 9AA Tel: 0533 34587, Annual Subs. (UK) £19, Europe — £24, World — £35. Registered Office: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISN 0266-721X.

Cover Illustration — Brett Smith

64,606

Jan-Jun 1987



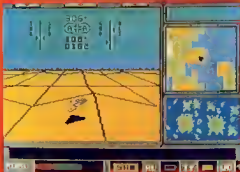
Published by ABC

# BUZZ



## SKYFOX II

Nonnyowwww! No, that wasn't the first month of '88 going by, that was a Warpwarrior kurling about the galaxy in his brand new Skyfox II warfighter. Yup, it's Electronic Art's follow-up to Skyfox, entitled, with startling originality, Skyfox II. The battle against these cads the Xenomorphs continues in the not very sunny climes of the Cygnus constellation. Your warfighter is laden with neutron disruptors, photon pulse bombs and anti-matter mines to assist you in your mission. With, so we're told, enhanced graphic animation, better sound, fiercer action and over fifty starbases to take on, Skyfox II will be breaking light barriers near you soon.



## ATF

Although ATF is based upon a real live Lockheed warplane, Digital Integration have decided against launching it as a pure flight sim. No, this latest Dig. Int. offering is a rootin' tootin' arcade-style thingie in which you zoom over a 3-D landscape, planning missions and taking on a formidable array of military targets and units with the help of your trusty advanced on-board terrain-following computer. You choose your mission, then attempt to carry it out. Keep running successful missions and you'll force the enemy to surrender. Fail, even once, and you could lose the war.

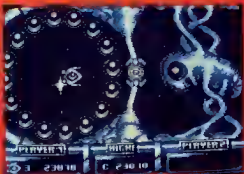
## ROY OF THE ROVERS

Nope, it shore ain't easy bein' a pure defenceless lil' ol' football club in these hard times. It was bad enough when Watford found themselves being tossed about between Elton John, newspaper boss Robert Maxwell and porno king Paul Raymond. But Manchester Rovers being bought up and bulldozed by a heartless developer??? It's all too much to take for player-manager comic strip star Roy Race. And, as if he didn't have problems already, the special Rovers selection picked to play in a celebrity five-a-side match organised to save the club have all been kidnapped with just hours to go before kick-off. You're Roy, by the way, and you've got to wonder Manchester's mean abductors trying to rescue as many of your team-mates as possible, thus giving you the greatest chance of success in the match, which you've got to win if the Rovers are to survive.



## IO

March should see the release of *Io*, a truly tab-looking horizontally-scrolling shoot 'em up in the R-Type mold programmed by Douglas Hare and Bob Stevenson. Students of the wacky world of computer games will be intrigued to hear that this very game was originally mooted for release by Thalamus under the name of *Starline*, but through some strange set of circumstances *Io* is now being brought out by Firebird Gold. Whoever's doing the selling, the goods look like the real thing, with waves of assorted monsters, sub-aquatic craft and saucerlike hovering your snazzy character and plenty of extra weaponry and shields scattered about waiting to be picked up. We can't wait.







## SINBAD

No doubt you sometimes despair of these weary, cynical and angst-ridden times. No doubt you occasionally get a hankering for a return to a more noble age, when men were adventurers and rescuing beautiful princesses was considered a fair and reasonable way to spend your days. Take Sinbad, for instance. Imagine if he'd lived in the YTS era. Would he still have made epic seafaring quests battling pirates, garies and black princess in order to save a lady in distress? Of course not, he'd ha too busy earning kila £27 per week, sharpening pencils and delivering telexau, to think of embarking upon mystical quests. Well, anyhow those good folk up at Mirrosoft have decided to brighten up our lives by releasing Sinbad — the computer game, a (and we quote) "unique blend of role playing and strategy combined with dazzling arcade-style sequences". But can a mere 64 game ever hope to transport us back to more heroic times? We're not sure, but it's worth a try.



## DAN DARE II

It's been well over a year since Virgin brought out the really quite spiffing Dan Dare, which, if our memory serves us correctly (it does — Ed.) was a CU screen star. Well, since then it seems that the dastardly Melkon's been cloning a genetically-engineered breed of Super-Treens. He's loaded them into a four storey spaceship which — unless he's stopped — will be launched at Earth. Dan's mission is to board the ship and destroy the Super-Treens' capsules housed on each of the four levels. The Treens, and the Melkon himself, will be doing their utmost to halt Dan and his small band of comrades. As a special treat, there's an option whereby you can play The Melkon instead, which according to Virgin, is an even harder job than Dan's one of merely having to save civilisation as we know it, and even mere fun.

## MAGNETRON

Magnetron was one of the two Graftgold games (the other being Morphous) that Newson and Telecomsoft recently had a huge tiff over. Well, as all of you who read Buzz thoroughly know, Telecomsoft won and here — ta-rant-ta-raaa — is Steve Turner's game. In Magnetron you play KLP2, a small squat droid thingy who finds himself transported from his native Quazatron to the space platforms which orbit the planet Quaztek. His mission is to locate and shut down some rusty reactor thingies scattered about the 3-D landscape in which he finds himself. There are a stack of different nasty drokles (16 types in all) trying to foil him in his task. KLP2 can use parts from his vanquished foes to add to his power and weaponry. Of course there's a lot more to Magnetron than just this — and soon you'll have a chance to see for yu'selves.

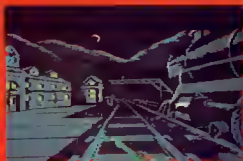


## THE TRAIN: ESCAPE TO NORMANDY

In Electronic Arts' snivle The Train: Escape To Normandy you take on the role of French Resistance fighter Pierre Le Feu, as you commandeer an armoured train and attempt to bring it — and its priceless collection of French art treasures — through the German lines to safety at Riviere in Normandy. Aided only by your injured comrade Le Duc, you've got to stoke the fire, set

the switches, keep the correct boiler pressure and generally do everything necessary to keep yourselves on the tracks. You'll also have to fight off ambushers, enemy planes, artillery and gunboats using your mounted machine guns and 50mm cannon. Your chance to try your hand at this unusual sim will be rolling up soon.

# BUZZ



# STOP PLAY GAMES. SK OR DIE!





# PLAYING SKATE

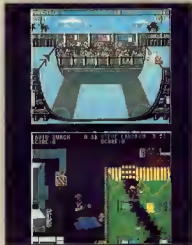


-FRANK LANGFORD-

**F**orget about games. Learn about events. Events are about competition. The Pool Joust, Downhill Race, Freestyle Ramp, High Jump and the Downhill Jam. Play alone, with a friend or pit your skills against Lester. Skate or die - it may be fun but its serious.

## SMOKIN' THE HALF PIPE

Fear down the ramp and fly up the other side. Live on the edge where you go for rock 'n' rolls, hand plants (shown here), leg plants, razzle-dazzle, even methods. Get airborne for 720's, ollies, trust & backside aerials, and barrels.



## SKATE & DESTROY

Karate chop your way down the baddest alley in the neighborhood. Smash up trash cans, bottles, firecrackers, and the other guy. Mad skaters ramp off the cop car.



**UNLEASH THE POWER OF  
YOUR IMAGINATION**

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM Spectrum and Amstrad. Not all titles are available on every machine format. Electronic Arts products are available from good software stores and, especially where you see this logo:

**ELECTRONIC ARTS**  
AUTHORISED DEALER

For a full featured brochure describing the complete range of information on your nearest stall visit to Electronic Arts, 1148 Station Rd., Leasing, Slough, Berkshire SL3 8YH. Or call our Customer Service Dept. on 0753 48445.

ELECTRONIC ARTS®

## NINJA IN NEW YORK

System 3 are currently working on a follow-up to their hugely successful game, *The Last Ninja*.

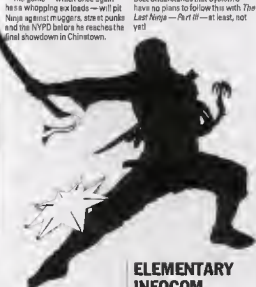
*Ninja II* will be set in the present day and will feature the same eternal champion of good as its predecessor. The game will find our dark clad hero continuing his fight against the evil Shogun. Apparently, Shogun has been reincarnated in 1988 as the leader of New York's most powerful Tong, and Ninja has travelled through time to take on his old foe.

The game—which once again has a whopping sex loads—will pit Ninja against muggers, street punks and the NYPD before he reaches the final showdown in Chinatown.

According to System 3's Tim Best, the company "listened to all the comments that game players made to us after *The Last Ninja*—which literally ran into hundreds before setting down to write *Ninja II*".

Among other refinements, the sequel will feature even more detailed graphics, a scoring system and a time limit within which Ninja has to complete his mission.

With a provisional release date in late April, *Ninja II* promises to cause as big a ripple as its predecessor. Buzz understands that System 3 have no plans to follow this with *The Last Ninja*—Part III—at least, not yet!



## ELEMENTARY INFOCOM

"My dear Watson, won't it be strange to appear in a computer game after all these years? And I shouldn't be surprised if you turn out to be the main character, rather than I".

"Good heavens, Holmes! That's preposterous!"

"On the contrary, it will be up to you to recover the Crown Jewels, which have been stolen by some fiend a mere two days before Her Majesty's Jubilee celebrations commence. In order to accomplish this most important mission you will have to solve a series of riddles.

And, although I may be able to offer you some advice, it will be your logic and not mine, that will save the day. And, I further predict that this computer game will be released in March, 1988, by the Infocom label, and it will be entitled *Sherlock: The Hound of the Crown Jewels*".

"But Holmes! How can you possibly know all this?"

"Elementary, my dear Watson: I read the press release".

new product actually contain? Long passages of classified material? Well, probably not. A Smart Egg spokesman claimed that *Plot Hatcher* is "based on the true memoirs of a British Spy" but cunningly added that "only the facts have been changed".

Apparently *Plot Hatcher* will be more of a parody of "a career in the secret service" than a realistic representation of the goings-on described in *Spycatcher*. "There will be a spy in the M16 who you'll have to catch", explained the spokesman, "but that's as close as we get to reality. For the most part it's not going to be a serious game."

The spokesman added that while he thought the game might prove controversial and "topical", Smart Egg was not "looking for trouble" and had taken legal advice and adhered to the legal guidelines which had been given them.

Still, we imagine interest—official and unofficial—in *Plot Hatcher* will be considerable.

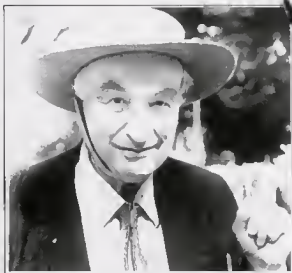
## THE WRIGHT STUFF

It had to happen: first there was *Spycatcher*, the book, ex-M16 man Peter Wright's controversial expose of what goes on in the secret service, which had a ban slapped on it by HM's Government. Then Billy Bragg, The Oyster Band and assorted others in association with the Campaign for Press And Broadcasting Freedom released a single, "The Ballad Of A *Spycatcher*", which repeated some of the book's main allegations.

And so, we Buzz-folk bring hip and up-to-the-millisecond, we thought to ourselves "yeh, it's only a matter of time before some enterprising software company brings out a *Spycatcher* game". And being aggressive journalistic types we set about ringing up various likely candidates and asking each of them whether they were

considering bringing out such a game. One of those we contacted was a smallish Brighton-based company called Smart Egg. Now, when we spoke to them first—before Christmas—they hadn't any plans to dabble with the wacky world of M16 in any of their products, but no sooner had they put down the 'phone to us than the thought struck them: "hey, wow, what a fab brill idea". And so it came to pass that Smart Egg decided that they would bring out a game based upon the *Spycatcher* concept. All because of M16 of us right? 'em up (*Kindly stop patting yourself on the back, buzz and get on with the news* — Ed). Well, anyhow, *Plot Hatcher* is due for release in April on 64, with an Amiga version possibly following later in the year.

So what will this controversial





## MICKEY AND GREMLIN

Rodent-fetishists Gremlin have just revealed that they are to bring out a game featuring that most famous and beloved of all Walt Disney characters, Mickey Mouse. According to Gremlin — a company whose previous releases include the likes of *Basil The Great Mouse*

*Detective and the Monty Mole* trilogy — *Six Michael* will be making his 64 debut this Spring. The setting will be Disney Castle, where four evil witches, under the power of the Ogre King, have stolen the magician Merlin's wand, which

has been used to make the Ogre King supreme ruler of the land. The wand has now been broken into four pieces, and each piece has been given to one of the evil witches to guard. Each witch resides in one of the four towers of the castle, and it has fallen to our big-eared hero Mickey to attempt to recover all four pieces so that the Ogre's spell over the land can be broken.

The witches have also laid hands on all the enchanted water to be found in the area and used it to create evil guardians for the wand pieces — all except the last fragment, that is: Mickey has been given this by Merlin to load into his water pistol, and it's with this unusual weapon that he must take on all the ghosts, ogres and ghouls in each tower. Only by fighting his way to the top, and tossing the witch in charge off the ramparts, can he recover the wand segment.

Time is running short, and if Disneyland's magic is not to fade away completely, Mickey's going to have to recover all four segments before making his way across the lake of fire to take on the Ogre King himself.

With Mickey's universal popularity holding up — despite the fact that this year he celebrates his sixtieth birthday — it would seem that Gremlin are soon to have another hit on their hands.



## GLOWING GOLD GAME

US Gold has just announced the impending release of an unusual new sim, created by Coarse's Paul Norman: *Chernobyl*.

Apparently this unique game will put you in the central control room

of a major nuclear power plant. Your responses, so we're told, may determine the safety of millions of people, and thousands of square miles of land.

Now, far be it from Buzz to

suggest that blinding out a game based on the unfortunate accident at the Russian nuclear power plant might be a teeny-weezy bit exploitative. No, it's OK to have games about mass murder (*Jack the Ripper*) and Star Wars (SDI) well then why not a nuclear disaster game?

But what really puzzles us in our special CU bunker (the broom closet under the back stairs) is why Paul Norman & Co. would think games about a lousy commie nuclear power station when we have so many fine examples of the same (fast) breed right here in merry old Blighty. We mean to say, surely the really patriotic thing would have been to bring out a *Saltfield* game — how about calling it *Windscar* Wipeout, or something similarly patriotic?

Anyhow, within the next few weeks you will all have your big chance to find out just how — and, more importantly whether — you can run a nuclear power station. As the press release asks, "could you have prevented the catastrophe of Chernobyl?"

[Buzz understands that the answer "yes" — got rid of all nuclear installations right now! — will not be accepted.]

## BUZZ

**We Told You So (1):** Further to our budget story last ish, Mastertronic have now confirmed that they will be introducing a range of double-sided budget games. The range, which will be called *MAD X*, will feature a premium game plus a distinct "B-side" game, and will retail for the same price of £2.99 as Mastertronic's current *MAD* range.

**We Told You So (2):** Yes, we're putting ourselves on the back ever here at Buzz with officious confirmation news that Activision have, as we predicted, acquired the licence to convert the last year's hottest blaster, Sega's *Afterburner*.



**Sorry About That:** Ains, slack, we mouthed. In an *Crazy Cars* review last month, we inaccurately identified the producers of this Amiga driving as Dactarsoft, as opposed to Titus. And, just to finish the job off we quoted the price as "£9.99/cass £12.99/disk" when soon Nick Kelly knows that Amiga games don't come out as "cass", and in fact the Amiga disk price for *CC* is a much more realistic £24.99.

**Activision/Mastertronic Tie-Up:** Budget magpie Mastertronic have just announced a major deal with Activision whereby Mastertronic will be offered Activision's ENTIRE range of backlisted product for release in the budget market. The first fruits of this union should be appearing as the shelves any day now, and will include the likes of *Ghostbusters*, *Exile* and *Ball Blazer*.

**16-Bit Bonecruncher:** A little birdie (well, Superior Software's PR company actually) has told us that the bizarre *Bonecruncher* — which features, as you are all by now sick of hearing, a little dinosaur called Bone — will soon be released as the Amiga, priced at £14.95.

PLAY

## TO WIN

**Mirrorsoft** - personal computer software - State of Mind. Our **policy** is to publish **high quality** programmes across a **wide range of computers** and for a **wide range of interests** and applications. We've **got what it takes** - Cinemaware, Mirrorsoft, Mindscape, Three-Sixty, FTL Games - **Can you** take what we've **got?**



## DARK CASTLE

**F**resh from the USA, **Dark Castle** will take you on a **macabre journey** ... through **halls** and **dungeons** ... as you search for the **Black Knight** ... Computer Gaming World wrote ... "Perhaps the **best arcade game** on any computer **ever**" ... PC, Amiga, ST **new** ... 8 bit soon



STATE OF ACTION



## MEAN STREAK

**F**ast moving ... all out **arcade action** for ... one or two **players** ... and meet the **perils** of the **Battletruck** headon ... and **unlock** your **Mean Streak**!!! ... C64, Spectrum

STATE OF ACTION



**T**ony Crowther is back ... and **here** ... Challenge the awesome **Matrix** of **Zig Zag** ... in this **Zigzag** ... and **Connectors** **User Screensaver** ... C64 ...

ZIG ZAG

ACTION

For free mail order catalogue please write to us at the address below

The publishers reserve the right to alter the prices and specifications without notice. Please check prices and availability before ordering.

Mirrorsoft Limited

Athens House 46-73 Shaft Lane London EC4P 4AB

Telephone 01-377 4645 Fax 01-353 0565

Telex 931200012

**"D" DEFENDER OF THE CROWN**

Defender of the Crown... has set a **standard**... that others will be **hard pressed** to meet... "Computer and Video Games"... Amiga, PC, ST - C64... **New cassette version** available.

**S DEJA VU**

Set in a **slazy under-world**... distinctly reminiscent of **Raymond Chandler**... **Deja Vu** is like **no other** adventure you've **ever** experienced... ST, C64...

**"A" SINBAD AND THE ... THRONE OF THE FALCON**

A game to **challenge anything**... on the market... at the moment" **Personal Computer World**. Amiga now... **PC ST C64** soon...

**P KING OF CHICAGO**

If you wish... against the **legendary Capone mob**... in a **deadly battle**... for the control of the **Windy City**... Amiga now, **PC, ST C64** soon...

**"O" BALANCE OF POWER**

One of those **games**... any serious **games player**... cannot be **without**"... Popular Computing Weekly... **PC, ST, Amiga**...



**T** has most **realistic** simulation yet... of **flight and combat**... in one of Britain's most **exciting** **fighter planes**... CFC, PCW, ST, BBC/Electon, C64, Spectrum now, Amiga soon...



**F** By the most famous warplane of all... and **save** your **flight log**... Run through... the ranks of the **RAF** towards... the coveted **title of Group Captain**... DSO, DFC, VC, CFC... About **XLXE** and **ST**... C64, BBC/Electon... Spectrum, MSX, **New Improved ST version**... coming soon...



# AMIGA CHART

TM	LM	ELECTRONIC ARTS
1	5	TEST DRIVE
2	NE	BACKLASH
3	8	INFINITY FLIGHT
4	1	BARBARIAN
5	3	DEFENDER OF THE CROWN
6	4	HUNT FOR RED OCTOBER
7	NE	ADVENTURE CONSTANT SET
8	7	TERRORPODS
9	NE	WESTERN GAMES
10	NE	CRAZY CARS

**CHART CHAT** Well there it is sitting proudly on top of the chart. As predicted *Out Run* burnt straight in at number one over Christmas. Most recent reports suggest that it's already sold 200,000 copies across all formats and looks set to become one of the biggest sellers ever.

Where does that leave the rest? Well *Combat School* as we predicted gave it a run for its money whilst *720°* didn't make quite the expected impact. Elsewhere there are unsurprisingly six completions in the top twenty and only a handful of cheapies, reflecting the amount of money people have to spend at that time of year.

Over on Amiga EA's *Test Drive* made it the double for racing games this year, whilst *Phil Woakes Encounter* eulogy *Backlash* blasts in to second place. Watch out for *Garrison* in the future.

Next month we'll take a look at the big sellers of the past twelve months and see which company got the biggest slice of the pie.



# CHAR



## READERS COIN-OP CHART

TM LM

12 OUT RUN

23 DOUBLE DRAGON

31 AFTERBURNER

4 RE R-TYPE

55 COMBAT SCHOOL

Keep sendin' in those top fives. First five randomly selected by CU's specialty patented Random Selection Device (aka Nick Kelly's cloth cap, by gosh) got the CU Designer Gamer T-Shirt. Entries should be sent to Coin-op Chart, Commodore User, Pricy Court, 30-32 Farrington Lane, London EC1R 3AU. And please let us know whether you're sendin' "S", "M" or even "L" in the chest-size stakes.

### TOP TEN BROKEN NEW YEAR'S RESOLUTIONS

- 1) GIVE UP SMOKING (SCRIVO THE AD MAN.)
- 2) LOSE WEIGHT AND GET FIT (EX ED EUGENE O' LACET)
- 3) BE NICE TO PEOPLE (NEW ED MIKE PATTENSON)
- 4) STOP WEARING SILLY CLOTHES (NICK O' KELLY)
- 5) STOP DRINKING (EVERYBODY)
- 6) STOP DRINKING MIDWAY (FERDY 'DONKEY' HAMILTON)
- 7) STOP DRESSING IN BLACK (GARY PENN)
- 8) BE NICE TO ZZAP (EVERYBODY)
- 9) GIVE A GOOD REVIEW (KEN McMAHON)
- 10) MAKE MORE MONEY (MARK 'TUPPIE' PATTERSON)

## C64 CHART

TM LM

1	ME OUT RUN	SEGA-US GOLD
2	8 COMBAT SCHOOL	OCEAN
3	3 GRAND PRIX SIMULATION	CODE MASTERS
4	11 SOLID GOLD	US GOLD
5	1 CALIFORNIA GAMES	EPYX
6	14 BUGGY BOY	ELITE
7	ME LIVE AMMO	OCEAN
8	ME MATCH DAY 2	OCEAN
9	3 GAME SET AND MATCH	OCEAN
10	ME MAGNIFICENT 7	OCEAN
11	ME 720°	US GOLD
12	ME GARY LINEKER'S SUPERSTAR SOCCER	GREMLIN GRAPHICS
13	4 ARCADE CLASSICS	FIREBIRD
14	16 BACK TO THE FUTURE	FIREBIRD
15	ME FRUIT MACHINE SIMULATOR	CODE MASTERS
16	ME 10 PACK	GREMLIN GRAPHICS
17	13 SOCCER BOSS	ALTERNATIVE
18	9 STAR WARS	DOMARK
19	6 KIK START 2	MASTERTRONIC
20	17 WORLD CLASS LEADERSHIP	ACCESS-US GOLD



## C64 ADVENTURE CHART

TM LM

1	1 DEFENDER OF THE CROWN	MIRRORSOFT
2	3 GUILD OF THIEVES	RAINBIRD
3	ME JACK THE RIPPEN	CHL
4	ME NIDFERATU	ALTERNATIVE
5	8 KILLED UNTIL DEAD	US GOLD
6	ME GNOME RANGER	LEVEL 8
7	ME REBELS REVENGE	MASTERTRONIC
8	ME VERY BIG CAVE ADVENTURE	CHL
9	10 KNIGHT DMC	RAINBIRD
10	8 PAWN	RAINBIRD



**US Gold**  
**Price: £11.99/**  
**disk**  
**Price: £9.99/**  
**cass**

**W**hile a year is undoubtedly a very long time in the games software scene, there must be very few people out there who have forgotten US Gold's conversion of the arcade classic, *Gauntlet*. Certainly US Gold won't forget it, it gave them what was probably their biggest ever hit (at least until *Out Run* hit the shelves this Christmas).

So how does *Gauntlet II* compare

I found myself simply heading for the exit straight away so as to get out in one piece. You need food and drink to maintain and add to your health level potion and amulets to increase your power and destructiveness and keys to get you through doorways.

The nasties include grunts, fire-shooting demons, rock-throwing lobbers, now-you-see-'em sorcerers, particularly lethal ghosts and, of course, the ultimate diners of health, deaths. In addition to those old faves, there are the "II" monsters which designate the first player they touch "II", thereby causing all the monsters to give this unfortunate particular attention until he reaches the end of the level or manages to pass the "II" on.

Then there are "Thal" monsters, which will chase you and confiscate



Choose a character and a colour.

# GAUNTLET II

with its illustrious predecessor?

Well, firstly, allow me a brief moment on behalf of the Ancient Society of 64 Owners. I know that the ST is a more powerful machine, but even so, ST owners do seem to be getting a far better deal for their hard-earned than your good selves. For a start, US Gold are apparently making available a special add-on which will allow Atan users play *Gauntlet II* in four-player mode, just like the huge dedicated coin-op. Perhaps even harder to forgive is the fact that some of the major enhancements to be found in the Mark II version of the coin-op have been included in the ST version – but not in the 64. This means, for instance, that the truly awesome dragon nasty has been left out of the version you'll be playing.

All of which means that when you load up *Gauntlet II*, you might be forgiven for concluding that it's really just more of the same, though that isn't in fact entirely fair.

As in the original, you and your mate (if you've got one handy) get to choose between any one of Thor (the warrior – tough, not much cop at magic), Thyrn (the Valkyrie – hardy, reasonably good fighter), OK (at magic), Merlin (the wizard – OK at shooting, not hand-to-hand, great with the spells) or Quetor (the elf – not quite such a weakling as Merlin, but not as clever with the mystical forces). There's one refinement there – you can both choose to be the same character, with different colour clothing to differentiate.

The object is, as any full-on, is to waste as many nasties and pick up as many keys, potions, amulets, boxes of treasure other goodies and of course, points, for as long as you can prolong your health. At each level you've got to locate an exit and use it – on some (notably level three)



one special power, potion of (if you've got none of either) a cool hundred points worth of health. There are also acid puddles (unhealthy but easy to avoid), stun tiles (freeze you for a few seconds), transporter which move you from one part of a level to another, flashing force fields which drain your energy when they're on and you connect with them, and even the occasional movable walls. Exits sometimes move about too, or, even more irritatingly, turn out to be false.

Your weapons can also be enhanced for example, rebounding off a maximum of three walls instead of breaking up on initial contact.

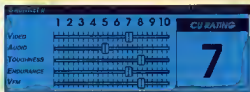
The graphics on *Gauntlet II* seem a wee bit better than on I, but the sound is still average-to-naïf.

So, by now most of you'll have got the picture: what we have here is *Gauntlet* with a bit more thrown in, a few more little touches and refinements, some of which undoubtedly add to the enjoyment of this already thoroughly enjoyable – and seriously tough – 64 classic.

Nick Kelly

Awargghh! Cornered!

Then get stuck into your quest.





**C.U. Screen Star**

**64/128 Ocean Price: £9.95/tape £14.95/disk**

**F**ollowing hot on the heels of an excellent conversion of Konami's *Combat School* comes another game with military overtones, this time based on the film which heralded the 'war-is hell' revival in 1967. 'Platoon' concerns the exploits of a platoon of raw recruits in Vietnam, and the game follows the film reasonably closely with six sections, loaded in pairs which correspond to various points in the story.

**The Jungle**  
This is a simplistic scrolling arcade adventure in which you have to negotiate the maze-like jungle and find the Vietnamese village. To prevent a large enemy patrol following you, the bridge has to be blown up, using the explosives found deep in the heart of the jungle. Armed enemy guerrillas patrol the jungle, some leaping from the trees, and snipers appear from tripdoors in the floor and take a pot shot at you.

Your platoon comprises five men, which is effectively five lives as you

only control one man at a time. A man is lost if he is hit four times or slips on a tripwire and gets blown up. Each hit depletes the platoon's morale, and should it reach zero then all is lost.

**The Village**  
Having successfully destroyed the bridge and found the village you have to search six huts and find a torch, a map and a trapdoor. Two huts contain booby traps (which you only find out by losing a man), while another houses a Vietnamese guerrilla who has to be shot on sight. Morale is reduced if you shoot any of the unarmed villagers, which is easily done if you're not concentrating. Once the torch and map are in your possession, you can go down the trapdoor and onto the next section.

**The Tunnel Network**  
The objective in this section is to find two boxes of flares (no, not the Mike Pattenden condour variety) and a compass for the next two sections. The screen is split in two, with a portion of the map displayed to the right of the first person perspective view of the tunnel network — an effect not too dissimilar to that in Lucasfilm Games' *The Eidolon*.

There are ten locations to search, some containing ammunition and medical supplies, others featuring useless items such as a cup of cold, putrid tea. Once again the guerrillas

attempt to thwart your progress. Some simply appear in the tunnel and open fire, while others swim under the water and pop up when you least expect them — dagger in hand and your death on their mind. As soon as a guerrilla appears, control is transferred to a crosshair so you can shoot him. However, ammunition is in short supply, so your shooting has to be short, accurate bursts.

**The Bunker**  
Having found the tunnel exit you find yourself in a foxhole. It's dark and the enemy are closing in for the kill, so you have to shoot them before they shoot you. To shed a little light on your immediate surroundings you can send up a flare, although they are in limited supply and should be used sparingly. When the requisite number of guerrillas have been shot it's on to the next section.

**The Jungle**  
Another trek through the tortuous Vietnamese jungle, this time with a different objective and a different



PLOT										CUMULATIVE RATING									
1 2 3 4 5 6 7 8 9 10										CU RATING									
VIDEO										8									
AUDIO																			
TOUGHNESS																			
ENDURANCE																			
VIB																			

## ● Screen Scene



Take out the machine gun nest.



Fire at the night patrol.

# DOWN



viewpoint. You have two minutes to reach a safe spot before the area is blown to smithereens. There are basically four routes through the jungle, although only one seems effective, as you run out of time when using the others. The jungle is split into a number of flip-screen locations, with barbed wire, mines and boulders to avoid. Enemy guerrillas run back and forth across the top of the screen, shooting at you as you attempt to run deeper into the jungle, and snipers occasionally fire from the trees. Look or sound familiar? Well, suffice it to say, this bit plays very similar to a scene from Konami's *Gryzor*.

### The Final Section

The treacherous Sergeant Barnes is hiding in a foxhole and has to be eliminated. It takes five direct hits with your grenades to dispose of him, which isn't as straightforward as it sounds as he keeps a constant stream of bullets and grenades flowing in your general direction.

The graphics are generally neat and effective, and the music is atmospheric. Mind you, the atmosphere would have been greatly enhanced with a few more suitable sound effects. For example, breathing and heartbeat sounds in the tunnel sequence, and some cicada sounds (what do you mean, you don't watch *Wildlife On One*?) in the first jungle scene.

The six sections aren't particularly difficult to complete in their own

right, although they are all playable. However, as a whole, *Platoon* is taxing. Not because it demands dazzling arcade skills to complete it, but because it requires plenty of perseverance. You only get two lives on the later sections, so if you make a mistake you have to start from scratch, and this can prove quite frustrating.

Also mildly irritating is the fact that you have to collect the torch and map to proceed to the tunnel sequence, and you have to collect the flares and compass to play the later sections. It would have been neat if you were allowed to progress without these items, and thus had to cope without them. The tunnel

sequence would be a nice trickier in the dark, without a map, and the bunker scene would be a bit more interesting with less or no flares.

That said, I thoroughly enjoyed playing *Platoon*. It's a complete blend of game styles, and Ocean have succeeded in producing a game which closely follows the plot of the film. I would have preferred a more long-term challenge, say three or four more involved sections to complete, without having to continually replay earlier sections. Still this is not doubt one of the best film tie-ins to appear on the 64, which bodes well for Ocean's next tie-in, *Robocop*.

Gary Pann



## COMPO

As you all know by now Ocean have tied up a deal with Columbia/EMI who are distributing the "Platoon" video. That means by the power of words and Beale we can offer five lucky readers the chance to win a copy of the film (worth £20). Answer the question below correctly then write the answer on a postcard and send it in as together with your name and address here at Platoon Compo. Commodore User, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes on Feb 1993.

Which other Vietnam film did star of "Platoon", Charlie Sheen's talent star in?

A bit of a laugh! That. Guessers should turn to our Top Ten "Mem films a couple of months back.

“...the best racing  
played — even bet



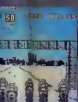
**SEGA®**

Commodore 64/286 Cassette (£9.99) and Disk (£12.99) ZX Spectrum 48k/128k+ (£9.99) Amstrud CPC Cassette (£9.99) and Disk (£12.99)

Mail Order: Activision (UK) Ltd, Units 5 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northants NN8 2RN



g game we've ever  
etter than Out Run!"



**ZZAP! 64 'ANOTHER DAY  
AT THE ARCADES'**

# SUPER OUT RUN



- ▶ Officially licensed from the greatest motorcycle racing game, the thrills are so real we considered making a helmet compulsory.
- ▶ Four skill levels.
- ▶ Four music tracks.
- ▶ Push your turbo charged racing machine into 18 progressive stages racing across Asia, Africa, America and Europe.

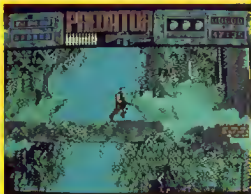
PlayStation and Disk (E14.99) Amiga Disk (E14.99)

Hampton NW4 4SR. Tel: (0933) 76766

Copyright 1986 Sega Enterprises Inc. (USA). All rights reserved.  
Electric Dreams Software. Authorised User.

  
**ELECTRIC DREAMS  
SOFTWARE**

◀ Nimble negotiating the treacherous terrain.

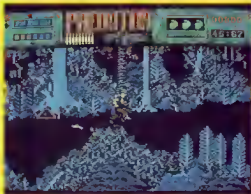


It was almost called *Primeaval*, and then very nearly entitled *Hunter*. But, as fate would have it, *Predator* was eventually released as *Predator*—and rapidly became one of the biggest grossing films of 1987. Activision were quick to acquire the licence to turn the film into a computer game, (incidentally,

it's rumoured that Activision also have the rights to Arnold Schwarzenegger's next movie, *The Running Man*, to be released later this year), and thanks to System 3 and programmers Source, the binary interpretation is here...

The concept for the *Predator* game started out as a System 3

◀ Uh-oh. The screen's gone blue—which means that the predator isn't far away...



product called *Gong-Ho!*—"before anyone had even heard of *Predator*." Tim Best is quick to point out. Activision saw Tim's storyboard shortly after acquiring the licence to produce a game based on the film, and so approached System 3 to design it. Tim amended his design, making any necessary

additions, and Hugh Riley provided the excellent graphics. Hugh was also responsible for the superb backdrops and sprites in the *Last Ninja*, and is currently beavering away on scenery for *Ninja II* (for which he has already drawn a staggering 1600 sprites!) plus some odds and ends for a shoot 'em up

**Predator**  
**64/128**  
**Activision**  
**Price: £9.99/**  
**cass**  
**Price: £14.99/**  
**disk**

# PREDATOR



Arnie gets dropped  
off in the Latin  
American  
jungle.

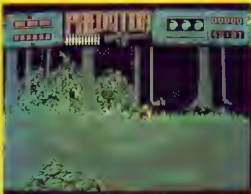
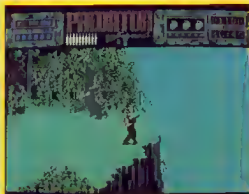
called *Dominator*.

*Predator*, the game, is split into four sections, each loaded separately. In the first section Arnie has to negotiate a treacherous guerrilla-infested jungle and wipe out the main guerrilla camp. OK, so this isn't quite how it happened in the film—"There's no way we could have had the whole of Arnie's team



What to do, where to go... The end of the second level.

Waist-high in mud on the third level.



Arnie's day is made in the guerrilla camp.



C.U. Screen Star

without them... Also, you don't have to start from the very beginning when you lose a life on later sections—instead, you start from the beginning of the section on which you died.

And now, the final action. A fight to the death with the alien. Here, you are involved in continual skirmishes with the alien, with the ultimate aim of building and using a trap—exactly like the one in the film. Once you've destroyed the alien, that's it! It's over...!

*Predator* does indeed closely follow the plot of its cinematic counterpart—with one or two acceptable modifications. However, I feel it could have been executed just that bit better. That's not to say it's poor—or even mediocre. On the contrary, *Predator* is playable and atmospheric, mainly due to Hugh's excellent scenery and effective portrayal of Arnie—the resemblance is uncanny. Overall, one of the best film tie-ins to appear on the 64, only over-shadowed marginally by *Platoon*.

Gary Penn

C.U. Screen Star

covered in mud—well, spots of it. "We tried changing Arnie's colour to make it look like he was covered in mud from head to toe—as in the film. But it just didn't work, so we settled for a few well-placed spots."

The mud plays an important part in this section, as the alien can't see Arnie when he's covered in mud (something to do with heat-sensitive sight). However, the mud gradually comes off, so it's up to you to keep well covered by running over spots of mud along the way. Towards the end of the level is a large log—the log on which Billy the Indian confronted the alien in the film. Only in the game, it's you. Yes, you actually meet the alien, face to face. You can't kill him though—you can only wound him until he runs away.

How do you hurt him? With the bow and arrows you found along the way, that's how. However, there is something else you have to do to ensure that you inflict maximum possible damage on the alien. But I shan't mention what... These are some other very important items which have to be found if you are to complete the game—although fortunately, unlike, say, *Platoon*, you don't have to collect the necessary objects in order. No, the game is just harder.

wiped out by the alien." Fast enough.

The screen scrolls horizontally, with gun-toting guerrillas pouncing from the trees, poking their heads out of cleverly disguised holes in the ground, or simply rushing on-screen, guns blazing. Bets also hinder Arnie's progress, so it's fortunate that he can pick up more powerful weaponry along the way, courtesy of his dead colleagues. The alien also poses a threat, making itself known by casting three red dots on Arnie, before it lets loose a laser bolt. Just so that you know that the alien is watching, the screen goes blue and Arnie shimmers.

The second stage also takes place in the jungle, complete with guerrillas to shoot, only this time the alien makes its presence more obvious. At times you can see its eyes in the trees, and once again the red dots makes an appearance—only more frequently. At the end of the level there's a cliff ledge, with no other obvious exit. So just what is Arnie supposed to do? Well, if you've seen the film, you'll know exactly what a man like Arnie does when he gets stuck at the top of a cliff...

The third section sees Arnie





# SHOOT SOME WILDLIFE!

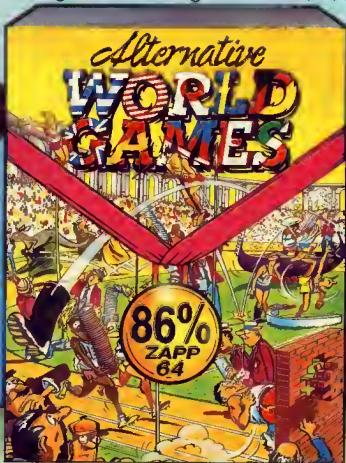
Well, we couldn't persuade Activision to pay for you to fly into the depths of an alien jungle. And — despite protests from our Ed — in all conscience we weren't completely happy about giving one of you murderous loons out there a real Mi6. Nope, we had a MUCH better idea than that: we've managed to persuade the people who've just released Predator on an compo prize for one of you lucky swine to win. With auto advance, auto load and digital read out this is THE state-of-the-art instrument for anyone who's ever fancied themselves as an undiscovered David Bailey or Ansell Adams. And just to complete your paparazzi kit, they've even agreed to throw in a whacking great 28-200 F3.5 5:3 "Superzoom" lens — what do you have to do to win this wondrous "shoot 'em up with a difference"? Simple — just give us the answers to these three pathetically easy questions:

1. Name TWO other Arnie Schwarzenegger films APART from Predator.
2. What does the expression "in camera" mean?
3. What does "SLR" stand for?

Answers on a sweat-soaked green borel (a postcard will do) to Predator Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries to arrive not later than February 26th, 1988.

# Alternative WORLD GAMES

If you've played the original from EPYX, you'll love the spoof from GREMLIN!



## What a Winner

Alternative World Games is superb, and it's both challenging and fun.

## Brilliant

It's a multi-event spectacle you're sure to go for this month.

## What a Laugh

MSX £7.99  
C64 £14.99  
ATARI ST £19.99

## Fantastic

"This one features some lovely graphics, not only the picturesque backgrounds, but also the humorously animated characters."

## Hooray

"OVERALL 88% A high quality, well thought out game that gently pokes fun at the whole multi-event genre."

## Applause

MSX £7.99  
C64 £14.99  
SPECTRUM £7.99

1

Why be serious when there is so much fun in taking an alternative view of things? This ingenious but hilarious spoof will have you in stitches, not to mention the river, canal, sack ... You'll be racing in Naples, Boot Throwing at the Colosseum, Pole Climbing in Verona and Running Up Walls in Venice! If you can still stand the pace, try your hand at Balancing Plates, Jumping Rivers, Pogo and Pillow Fighting. Recapture the very essence of competitive spirit in this comical collection of **ALTERNATIVE WORLD GAMES!**

2



SCREEN SHOTS FROM C64 VERSION

3

GET TO GRIPS WITH A GAME FROM

**GREMLIN**

IT'S A SHATTERING EXPERIENCE

**64/128**  
**Electronic Arts**  
**Price: £9.95**

**L**eadersboard has had things all its own way in the golf simulation stakes up to now, such has been its success that World Tour Golf, from Electronic Arts, will stand or fall on how it compares to Leadersboard.

There are two parts to World Tour Golf. Firstly, it is a golf game using presentations of real courses, with

Controlling your shots works on similar principles to Leadersboard. Using the joystick, you press the fire button to call up the "swingometer", which is circular and divided up like a pie diagram. Firstly, you must click

on fire again to define the length of your backswing, then click again as the dial moves down the swingometer to determine the direction of the shot. I found it slightly easier to master, if not as

simply portrayed, than Leadersboard's "snap line".

Putting is a more complicated affair. Hitting the ball is straightforward enough, using the swingometer again, but working out the slopes of the green and distances on the swingometer is tricky. There are keyboard options to hit particular distances, or to tap the ball, and especially useful option, the "gimme", which gives you a putt under three feet (sometimes!).

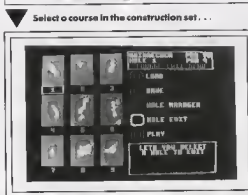
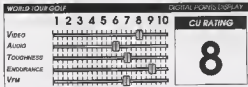
The construction set is an excellent addition which lets you draw your hole and add features

# WORLD TOUR GOLF

an astonishing total of 25 to choose from on the disk version. Secondly, it contains a course construction set, which unlike the course editor in World Class Leadersboard, lets you design holes from scratch.

The existing courses for you to play range from well known championship venues such as Augusta, St Andrews and St Georges, to the more obscure, most of which are American as you would expect from the game's origins. There are also seven "fictional" courses devised by the programmers. All, naturally enough, include bunkers, water and lakes and trees where applicable. You get a full set of clubs: a driver, two woods, eight irons, wedge, sand wedge and putter.

On playing the holes, the program gives you a split screen view, with a bird's eye view of the entire hole on the left and the view from your position on the right.



such as hills, bunkers, water and trees wherever you like. These can then be saved to disk.

The graphics are good without being outstanding; your player is nicely animated and the holes clearly laid out. The greens look a bit primitive in close-up and the markers showing the degree of slope are not always easy to understand. The ball drops into the hole with a audible thud, but depiction of this is sketchy.

World Tour also includes a number of final details, such as handicapping, course conditions (are the greens wet?), and details on how good or poor you lie at each shot which will affect club selection.

Overall, it's an excellent alternative to Leadersboard, particularly if you want representations of actual courses, and the construction set on its own makes it worth a look.

**Christina Erikson**

And thirteen strokes later you might put it.





**CITIZEN**

COMPUTER PRINTING



WHO BETTER TO EXPLAIN  
THE UNPRECEDENTED  
SUCCESS OF THE 1200  
THAN MR G COLLIER,  
TROUT FARMER.

*"I know a little about trout farming and virtually nothing about computer printers. So why me, you could well ask. It could be that if you have four children, an extravagant wife and roughly 11,000 trout to contend with, a computer printer is the first thing you need.*

*To start with the Citizen 1200 Printer has a two year guarantee, twice as long as anybody else's. It's compatible with most PCs so I'd have to be extremely unlucky if it wasn't with mine. It also chugs along pretty quickly. But what really impresses me most is that I don't need a tool box to change draft to NLQ or American into English, all the switches controlling all the printer functions are easy to get at.*

*If you think that's logical, I agree. It's just that most other printer manufacturers don't.*

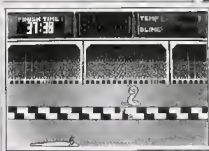
*The tractor feed also comes with the printer and another bonus is that it survived a Martian encounter with my four year old son, so it must be very sturdy.*

*All said and done the price tag is very reasonable and I expect it to swim along happily counting fry ad infinitum."*

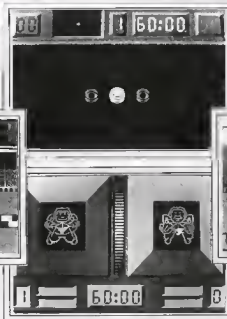
*For more information call Citizen free of charge on Linkline 0800 282692.*

*The Citizen 1200 D has an optional Commodore interface.*

**64/128**  
**Activision**  
**Price:**  
**£9.99/cass**  
**£12.99/disk**



▲ **Creeps may shine in the slime race.**



◀ **Galactic space hockey anyone?**



▲ **Or maybe a spot of head throwing.**

◀ **Lame brains can forget psychic judo.**

# Galactic Games

It's a nice idea and it certainly looks good on the outside. Take five whacky games and bundle them all together as a compilation. Give it a sporting theme à la *Summer Games*, only with an intergalactic angle and you've got something that shows a lot of promise. The problem is that despite its weirdness and the funny chat which comes as part of the package *Galactic Games* hardly measure up to Olympic standards.

The first event on the program is the 100 metre slime in which you participate as a worm athlete. In each of the games you take the form of an inhabitant from another planet, with the possible exception of this one as you must be a representative from Earth. The 100 metre slime works much the same way as the 100 metre anything else — you waggle joystick and the worm slugs the way toward the finish line. There are a couple of intergalactic enhancements though. You must lubricate your path with slime from the fire button to avoid over heating, if you don't the result could be spontaneous combustion. Should you fall behind pulling sideways on the joystick sends you on a 'super-sliher' — a quick way to gain ground on your opponents. The 100M slime is OK, but even the cute

worms that won't at you won't keep you interested for much more than a few persecs.

Event number two is space hockey, and I have to report that it's a lot more exciting on the ground. The game is played on what looks like my mum's red checked tablecloth, she'll be furious when she finds out. The puck is a living creature which looks like one of those smiley things and the goals are black holes into which you can fall just as easily as the puck. The game is played just like those air hockey tables you used to get in amusement arcades, but isn't nearly such good fun.

Looking for something better I tried my hand at psychic judo, another zany idea that turns out to be fairly dull in practice. The se being's brains are in their stomachs and they sort of attack each other with psychic burps and defend themselves with mental screens. Burps are like bolts of black quinge

and can be thought-controlled like guided missiles. The left side of the screen shows player 1's view and the right, player 2's so you're viewing a tunnel from either end and to speak — a bit like *Deactivators*. As with all of the games the graphics, and just about everything else come to think of it, are pretty crude simple stuff. I got bored with burping at the other guy after about, ooh, 3 persecs... give or take a couple of persecs.

Now head throwing is a different ball game altogether. The Huntron participants in the event have detachable heads. You head (or the whole line (like in the Earth sport javelin) using maximum joystick waggles to build up speed. At the critical moment (you must lose your head all at once) you hit the fire button and hold it while the anglemeter approaches the 45 degree marker, then release it. The Huntron's head departs from its shoulders and flies skywards. Now is the time to waggle the ears for

extra lift, then, just before touchdown fire again to angle the head — if the nose fails to stick in the ground it's no throw. I particularly like the way the head then flies away pursued by the headless Huntron's body. A good laugh, if a little short lived at 5 persecs.

The metamorph marathon looked altogether excellent and in fact could have been *Galactic Games* saving grace. In this event you control a creature capable of taking many different forms and must negotiate an obstacle course. The metamorph can turn itself from a pulsating blob into a runner with superfast legs, into a burrower, into a jumper, and finally into a flyer complete with helicopter blades. Sounds good doesn't it? Trouble is I'm as much in the dark as you because the damn thing wouldn't load. 0 persecs of fun as far as this one's concerned.

All the same, on the basis of the four fifts I did see I'm sorry to say I couldn't even put *Galactic Games* in the bronze medal class. It's nicely presented and the introductions to the various games will make you laugh, but when you're paying full whack for a game even a multi-load, multi-event one, you expect a little more and *Galactic Games* doesn't have it.

**Ken McMahon**

GALACTIC GAMES										RATING	
Video	1	2	3	4	5	6	7	8	9	10	4
Audio											
Touchscreen											
Endurance											
Value											

"GRAND SLAM" ENTERTAINMENTS

PRESENTS

# TERRAMEX

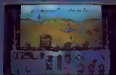
THE CARTOON ANIMATION GAME



02M



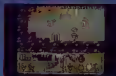
03M



04M



05M



06M

PRODUCTION

COMING TO A SCREEN NEAR YOU

THESE SCREENS ARE

THESE SCREENS ARE

THESE SCREENS ARE

THESE SCREENS ARE



CALL YOU ASTRONAUT  
TO ALL ASTRONAUTS  
THIS (LAST)

Become one of the world's five reputable explorers  
experience the dangers of a hazardous journey to find  
Professor Eyestrain and defeat the meteor to which  
only he has the solution.

Entertainment  
Home, Limited  
102H  
Tel: 01 4390000

ette 1994  
MIGA £19.95.



▲ Ouchi concentrated by Bambo Dan.

# BANGKOK KNIGHTS

**B**angkok Knights has already been previewed at length in the October ish. Since then the game has undergone much tweaking after System 3 made a fact-finding tour of the flesh-pots of Thailand, accompanied by freebooting journalists and assorted liggers (*Oh! Ex-Ed*).

Such unstinting dedication to the cause of authenticity, and no-expense-spared pondering to the basest desire of computer hacks, will not, of course, influence this reviewer in the slightest. Mainly because the cheap-skates at System 3 didn't invade me.

For those of you who've been asleep for the past six months, Bangkok Knights is the latest fight simulation from the lads who brought you *International Karate Plus* and *The Last Ninja*. This one is

based on the ancient martial art of Thai boxing, one in which the fighters use their footies as well as their fists.

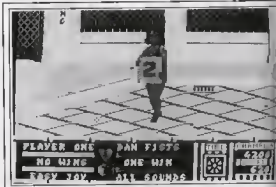
The game features eight opponents, controlled either by the computer or by a friend, and they're probably the largest animated characters ever seen in a beat 'em up. As well as kicking the stuffing out of each other, they can also move in eight directions, in and out of the background scenery which scrolls accordingly. So there's scope for some tactical retreats and even

some sight-seeing too.

The first four heavies, encountered on cliff-tops, forest paths and amongst the vegetable stalls of a Bangkok marketplace, are amateurs who are not averse to using unconventional tactics. Dan Fists has got some nine voodoo up his sleeve, and Bambo Man's got an over-arm piledriver which leaves you crumpled like a concertina. These comical moves are only used occasionally, and don't detract from the overall realism of the combat scenes.

**64/128  
System 3  
Price:  
£9.99/cass  
£14.99/disk**

▼ Seconds out for some System 3 sexism. Ding, ding



▼ Haggling over prices in the market.



And if you succeed in defeating this lot (by three knockouts in each five-round fight) you get to cross pinkies with the very best of the Bangkok Knights in the brightly-lit ring of the Lumpini Stadium, kicking off with Sam Sally.

Perhaps surprisingly, there are less joystick fighting moves than you'd expect — right in aii, and two of these are defensive blocking actions. Experienced beat 'em up enthusiasts, who first cut their teeth and snatched their sticks on

with the game right from the start.

The graphics throughout are exquisite, and full of details that you tend to overlook on first play — like the beggar and his cat, the eyes in the undergrowth, the splashing puddles — and there are some nifty dissolves and fade-outs. The sound effects are less impressive: peculiar swishing noises and a strangely mundane Hubbard soundtrack.

Still, Bangkok Knights remains a notable achievement.

**Bill Scolding**



Announcing... The revolutionary new WHIZZARD  
"Instantly" turns your video recorder into a massive data-store.

AVAILABLE ONLY FROM US  
BY MAIL ORDER  
YOU WILL NOT FIND THIS IN ANY SHOP

1 metre of leads plus connectors  
for your video supplied.

Built-in triple-checking system  
for MEGA reliability.  
Check out other  
benefits below.

**NEW**

Freeze Button  
Creates backups of even the most  
difficult to backup programs.  
Read all about other backup  
benefits below.

Reset Button  
Makes entering "pokes"  
and cheats easy.

#### Technical Notes

1. Compatible with 1541 1541C 1570 1571 and enhancer. Any CPM compatible data recorder. C64 61C and 128 128D 11a 64 model.
2. Compatible with ANY video recorder and ANY video tape format. Simply state the make and model of your recorder when ordering to ensure the correct leads are supplied.

Virtually  
"instant" loading.  
(64K in less than 11 secs).

# FAST BACKUP AND LOADING WITHOUT A DISK DRIVE JUST £39.95

+ £1.50 P&P

Cut out and post today with your remittance  
to: DC Electronics, 33 Murlillo Road, London  
SE13 5QF. Telephone: 01-315 1513.

**YES!** Rush me ..... WHIZZARD'S at £39.95  
+ £1.50 p&p each. I enclose cheque/postal  
order in the sum of £..... crossed  
and made payable to DC Electronics

Name

Address

Town

Postcode

Details of your video recorder

Make

Model

CUM 3

Introducing... the astonishing new  
WHIZZARD. It packs power - stores up  
to 1000 games. Then loads even the largest  
in under 11 secs.

#### SIMPLE TO START UP

Easy to fit! Just slot in, plug in and  
go! The new WHIZZARD comes complete  
with the correct leads for your video.  
(Specify make and model when ordering.)

The WHIZZARD automatically  
accesses and loads your games using its  
built-in "Load FILENAME" command.

#### RELIABILITY

Applying new video technology, the  
WHIZZARD increases speed and  
improves reliability. (It even has a triple-  
checking system built in). In contrast,  
some other fast-loading systems actually  
reduce reliability to increase speed.

#### INFINITELY FLEXIBLE BACKUP

Load with the WHIZZARD at turbo-  
speed. But when harnessed to your video,

the WHIZZARD really takes off. Backup  
and loading time is suddenly slashed to an  
astounding 11 secs!

PLUS: backup with the WHIZZARD  
in any number of ways. Tape/tape. Tape/  
disk. Disk/disk. Disk/video tape. And tape/  
video tape.

#### REVOLUTIONIZE YOUR COMPUTER

Watch the WHIZZARD revolutionize  
your current computer - without the  
expense of a disk drive. AND watch it  
give you greater storage than any disk  
drive currently can.

Discover the power, capacity and  
versatility of the WHIZZARD for yourself.  
Send for your WHIZZARD today.

It's available by mail order only from  
us, simply complete the coupon and  
post it today.



DC ELECTRONICS  
33 Murlillo Road, London SE13 5QF.



◀ **Tackle the monster at the end of each level.**

Students of the arcade machine will remember the Taito game as a kind of scrolling *Barbarian* (without the many tasteless features that made the home computer game so infamous). As with most coin-ops it came with the flimsiest excuse of a story. That's just as well because I don't think I could bear to read a gothic novella about a warrior king pursuing an evil wizard. *Rastan Saga* relies instead on brilliant graphics and gameplay as sharp as a meat cleaver.

The game begins with Rastan, a tanned hunk of royal beef who looks like he could breeze through mares training, set on a mountainside facing an onslaught of

# Rastan

**64/128**

**Ocean**

**Price:**

**£8.95/cass**

**£12.95/disk**

**L**ast year's rash of quality coin-ops concentrated for the most part on dedicating consoles to racing machines and imaginative

simulations. Then wildfire success meant that most of the ordinary stand-up machines were swept aside in the rush for the thrills and spills of supersonic flight or 0-60 acceleration.

There were exceptions. Games like *Rastan Saga* and *R-Type* would have shone if they'd been housed in cabinets constructed from egg boxes and squeeze bottles. Their acquisition for conversion was inevitable, with Ocean swooping for *Rastan* at the height of its popularity.

werdos all intent on mounting his knackers on their trophy wall. If he is to make it through to the final battle with the evil King (a man clearly named after his father's cough) he has to leave behind him a trail of dead gigas, bugs, chimeras, snakes, bats, skeletons and serpents.

There are six sections in all, taking you through a castle and its antechamber before you face the wizard in his guise as a soul-sucking dragon. The action is a typical combination of walking, hacking and jumping around various levels. There are holes to climb at various points, plus pools of water and lava which you have to negotiate along the way.

As he progresses, Rastan can find new weapons and gain other useful items. *The Shield* reduces damage by half, while *The Armour* stops all damage for a limited time and *Medicine* replenishes energy. Watch out for the poison though, as it reduces your energy.

Each level has a big nasty waiting for you should you get that far. Horrible grebo-like winged men and

serpent-women descend on you. What *Rastan Saga* boils down to is an update of that old classic *Ghosts 'n' Goblins*. The machine is superior in just about every way, but how does the conversion compare?

First impressions aren't too promising, although your Rastan



◀ **Nice coloured backgrounds compensate for ugly sprites.**



Neatly drawn  
doaked figure  
—the best nasty.

glance at the work on the figure in *Predator* or *Platoon* proves what can be done with some effort. Another interesting feature is the way in which Rastan floats a couple of millimetres off the ground all the time, for which there seems to be no explanation. Similarly there are number of unnecessary glitches.

Having said this the graphics do improve as you progress into the game, and that razor sharp gameplay is still there. And let me tell you, it's tough. It's also enormous and although some of the backgrounds repeat themselves it represents quite a programming achievement, multi-load or not. The hardest points are not always the

# Saga

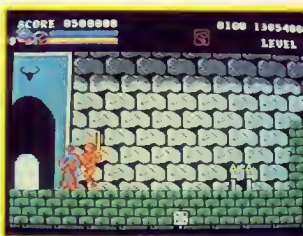
character is of a reasonable size there is little detail or definition about him. Close inspection reveals a sort of orange puff pastry on his legs and biceps. This is also true of many of the adversaries Rastan meets. They bear only a passing resemblance to their names. A swift

big monsters at the end of the level either. Getting past the bug that waits by the water on the first level is nasty and swinging across level pits on the ropes is a real pig. Fortunately there is a continue play option which makes a lot of difference to the playability. Getting sent back to the beginning of a multi-load could have resulted in the computer being lobbed out the window along with an unfortunate staff writer.

*Rastan Saga* is good entertaining stuff and it'll keep hardened arcade fiends going for a long time. The most recent batch of conversions have been a varied bunch with Ocean's *Combat School* topping the lot. This isn't quite in the same class but its depth makes it a big challenge.

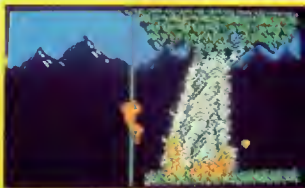
Mike Pattenden

Can you really  
hit her? You've  
got to.



Up a gumtree on level five.

RASTAN SAGA										ORIGINAL FORMING DISPLAY	
	1	2	3	4	5	6	7	8	9	10	CU RATING
VIDEO											8
AUDIO											
TOUCHSCREEN											
ENDURANCE											
VHM											



SOMETHING HORRIFYING AND INE

**SCHWARZENEGGER**

# PREDATOR

Nothing like it has ever  
been on Earth before.

It came for the thrill  
of the hunt.

It picked the wrong  
person to hunt. YOU!

**ACTIVISION**

©1987 Twentieth Century Fox Film Corp. All rights reserved.  
Trademarks owned by Twentieth Century Fox Film Corp.  
and used by Activision Inc. Under Authorization.  
Game concept, design and graphics by System 3.

Commodore 64/128 Cassette (£9.99) and Disk (£14.99). ZX Spectrum  
48K/128K/+ (£9.99). Amstrad CPC Cassette (£9.99) and Disk (£14.99).  
Atari ST (£14.99).

Mail Order: Activision (UK) Ltd. Units 3 & 4 Lloyds Close  
Finedon Road Industrial Estate, Wellingborough  
Northampton NN8 4SR Tel: (0933) 76768  
American Express, Visa and Access Cards welcome



American Express



Visa



Access

UNEXPLICABLE IS GOING TO HAPPEN.....

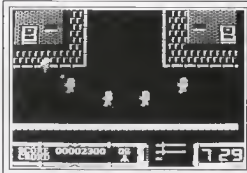
DR<sup>TM</sup>





**64/128**  
**Gremlin**  
**Graphics**  
**Price: £9.99**  
**(tape)**  
**Price: £14.99**  
**(disk)**

Unlike their last big 'game of the cartoon' deal, MASK, Gremlin's *Masters of the Universe* game is based on the



around Downtown America isn't too difficult as it's not all that big and a map is provided with the game instructions.

On a level all the scapyard you get involved in a beat 'em up with two of Skeletor's evil minions, Blade and Kang. As in the rest of the game your energy is depicted on the screen by a sword meter and you have to kick the hell out of the opposition before they do the same to you. There's nothing complicated or difficult about this, and there are in fact only five options—forward, reverse, kick, punch and duck.

Then it's message time again and before you know it you're at

# MASTERS OF THE UNIVERSE

newly released film of the ultimate missile-bound hero, He-Man, and his eternal run-ins with Skeletor. I haven't seen the film, but if Gremlin's adaptation is anything to go by there isn't much of a plot.

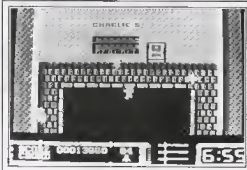
The comic book to time travel has slipped through a time vortex and into the hands of an American college student who mistakes it for a magical instrument. Your task as He-Man is to recover the key, before Skeletor and his army, led by Evil-Lyn, can get to it first, if they do, all hell will break loose.

In order to capture the key, you must first discover eight chords which will activate it and return you to your destiny at Castle Greyskull. Some of these can be found in the streets of 'Downtown America' in which most of the game is played.

The streets are viewed from above and look remarkably maze-like, but then American streets probably do. When He-Man gets to a junction the whole screen disappears and is replaced by another at 90 degrees to the original. For example, if you decide to turn left at a crossroads, the screen is replaced by another where you must travel straight up to continue in the same direction.

While you worry about which way to turn, hordes of Skeletor's soldiers appear at every corner, firing mercilessly at you. You can of course shoot back, but more and more of them appear to replace the ones you cut down. Running away might be simpler, but this massacre is in fact necessary if you are to collect all of the chords.

Just when you're getting your eye in, a message appears on the screen from one of your two companions; Teela and Gwildor, telling you that the action's all going on down at the scapyard. Actually finding your way



Outside Charlie's scapyard.



In the graveyard

Charlie's Electronic Store, having wasted countless millions on the way. This part of the game is a large practice shoot-out. The minions run across the screen and appear at doors and windows while you pick 'em off with the cross-hair target. You have to kill quite a few of them before you get the next message which is to head for the rooftop scapyard your living day.

This penultimate stage is the most disappointing part of the game, which, it has to be said, goes downhill fast from the moment the first shot is fired. The rooftop didn't look any different from the streets.

In fact the only difference is that, being abroad your flying darts, it takes longer to slow down than when you are on foot. These also doesn't seem to be anything to achieve in this part of the game. You shoot about wildly for a minute then automatically go on to the final stage.

This is supposedly the ultimate confrontation. The thing is, unless you have all eight chords it's no confrontation at all—yon lose—and of story, if you win? Well I'm afraid it's not much better, you must push Skeletor into a hole in the ground.

Gremlin have obviously not gone all out to make this the toughest game ever, probably so as to make it more appealing for younger He-Man fans. Unfortunately that means there's absolutely no way it will hold any excitement for the seasoned gamers. The real trouble is that it's unimaginative and a bit dull. Gremlin will have to rely on the He-Man name to sell this one.

Ken McHoshon

MASTERS OF THE UNIVERSE										DIGITAL POINTS DISPLAY	
1 2 3 4 5 6 7 8 9 10										CU RATING	
VIDEO										5	
AUDIO											
TOUGHNESS											
ENDURANCE											
VFM											



decreases more quickly, too quickly for my liking, when you come into contact with anything nasty. The force is not replenishable. So when the candle snuffs it, so do you.

Since the instructions don't tell you more than they can get away with, the best way to find out what you can and can't do is to flick through the two lists of words. One set is for the actions, whilst the other lists all the objects available.

There is also a set of spells, which you have to work out how to get. Two good ones are the load and the anvil. The load turns characters into,

# KNIGHTMARE

**64/128**  
**Activision**  
**Price: £9.99/**  
**cass**  
**£12.99/disk**

**K**nighmare was one of those TV programmes that kids who get kept in a lot after school never managed to watch. Although it's finished now, a new series is planned soon. Not often to miss a chance, Activision have bought up the game rights in the hope that if you can't watch it, you'll still want to fork out the ten sovs it takes to play it.

Knightmare, the game, is a curious mixture of adventure and arcade action, which sticks reasonably closely to the fantasy and mystery atmosphere of the TV storyline. You get the bloke in the full facial helmet (complete with pair of horns) wandering around the dungeons of Durnoria Castle,

picking up objects, casting spells and fighting off various fantastical monsters in order to survive and escape — in that order.

This may sound pretty offputting if, like me, you've always regarded adventuring as one step down the line from I am spotting. Knightmare avoids being comatose by having pretty nifty graphics animation and text input that consists merely of two words, both chosen from short lists. No keying in to do of stupid sentences. It's simplicity itself to play.

A few preliminary words about the 'arcade' stuff. Don't be fooled. This merely amounts to picking up whatever weapon is available and pressing the firebutton like mad until the adversary sinks into the ground. Hardly quick-reaction combat but it provides nice little interludes.

Now that you know what you're letting yourself in for, on with the story. At the beginning of the game, you're placed into one of the castle dungeons by Treguard the Master of the Dungeons. That's where you

find yourself on the first screen, represented cleverly as one page of a book. To the right of the screen you see a large

flickering candle which gradually goes down. Now and then a little hot wax runs down the side — rest.

The candle (surprise, surprise) represents life force, which

WELCOME MASTER  
ILLUSION TO THE  
CASTLE OF DURNORIA  
  
I AM TREGUARD  
DUNGEON MASTER.  
  
YOUR QUEST IS  
KNIGHTHOOD. GO  
HERE, SO LEAST  
TURN A PAGE  
AND SEE WHAT  
WITHIN. . . .

▲ Page one of your quest.



▲ The man with the iron mask (and the roll-neck polo).



er, loads, and the anvil hovers at the top of the screen to be dropped on the heads of unfortunate visitors—hah, heh. Since some doors don't open with the 'open door' command, Caspar the Key is available—if you can find him.

Other spells include a nifty number that temporarily freezes everything; and the alchemy spell, which turns characters into solid gold spheres for you to put in your knapsack as treasure.

Various other items can be picked up and put in the bag, and pressing 'Y' gives you an inventory of what

you're carrying. Rocks are especially handy for throwing, and so is food (I mean handy, not for throwing) which may persuade some of the characters to help you out. Take the old man who's with you in the first dungeon. A little food and drink and he's ready to split the beans.

To get help and information, you can call the Oracles. There are two of these and they appear at the top left and right of the screen, their speech appearing in bubbles. The blurb tells you one is good and one is bad. Well, I reckon Runlous (one on left) is the good and trustworthy one.

get eaten.

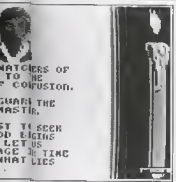
The character in the helmet is always under joystick control, and this combination of using joystick and keyboard gives the game more depth and appeal. There's a great deal of thought gone into it too. For example, inputting a command does not halt the action. So if you're confronted by guards before you've picked up a weapon they won't take a tea break until you've bashed the appropriate keys. They'll just get stuck on with their job.

One solution is to leave the room immediately, choose the command

reasonable, the characters themselves are suitably large and gruesome, most of them appearing and disappearing through the floor. In all, the graphic representation is of a high standard and, as you explore, there are always new things to marvel at. Sadly, sound is rather basic, and my version of the game had no title tune.

I enjoyed playing *Knightsmare* despite my fear and loathing of anything even remotely connected with adventures (Kerri Campbell excepted). *Knightsmare* is more a strategy game based on fantasy

# KNIGHTSMARE



Buggane (one on right) is probably the nastiest, due to him bearing a grudge against whoever gave him his name.

Buggane is also the one who makes snide comments. If you input 'open door' when a door is already open, he quips: "perhaps you need your eyes testing" Duch, tongue like a scowling pad.

Certain inhabitants of the dungeon will confront you with questions or problems to solve before you can make further progress. Get them wrong and it's usually curtains, various nasties appearing from under the floor to make your candle go down. The monster in the wall, for example, tests you with a few tricky multiple-choice questions like: "Where did the Titanic sail from?" Fail and you



## ▲ Your starting point in the dungeon.

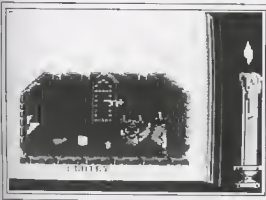
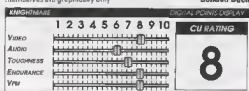
without activating it (the command remains in a bubble until you press Return), then re-enter the room containing the weapon and guards. Now simply pressing Return gives you the weapon and a fighting chance.

Although the dungeons themselves are graphically only

then an adventure. My only complaint is that the combat intervals could and should have been more challenging.

*Knightsmare* promises to be a big game with more than enough hours of blamishing to see you through the cold New Year weeks.

**Boudieu Buciak**



## ▲ Getting eaten by the wall monster.



# DYNAMIC DUO

WE GUARANTEE THAT THIS DRIVEN SUBJECT  
COMPLETES YOUR DRIVE 100%.



- \* Extremely compatible
- \* Excellent value
- \* Compact size
- \* Low noise
- \* External 8/9 switch
- \* Wave reviews
- \* Attractive appearance
- \* Turbos, no problem
- \* One year guarantee
- \* Runs cool
- \* +Direct drive motor

**A superb bundling offer that combines the critically acclaimed Accelerator+ with the super sophisticated GEOS (Graphic Environment Operating System). GEOS is the GEM-like operating system for the 64/128 from which you can access geoPAINT, a full-featured graphic workshop, geoWRITE, an easy-to-use WYSIWYG word processor and the Desk Accessories which include Calculator, Notepad, Alarm, etc. Many more extensions are available, such as geoCALC, geoDEX, etc.**

This package formerly retailed for  
**£49.95**

but you can obtain it absolutely **FREE** with the purchase of an Accelerator+

"...my only complaint was that the label on the front of the drive was put on crookedly."

"...The Accelerator behaved admirably throughout. It does exactly what the 1541 does."

"...the drive does have dramatic improvements over the 1541 in quality and reliability."

"...I'd rather buy an Accelerator+ than a 1541C or a 1570 or a 1571."

"...I think the Accelerator had come out two years ago."

"...The Accelerator+, which seems to cope faultlessly with all commercial software."

## New lower price

Accelerator+  
+ GEOS

**£129.95**

Accelerator+  
+ GEOS, PLUS

**£149.95**

## Further GEOS Applications

Geofile	£12.95
Geocak	£12.95
Geodex/Deskpack	£12.95
Writer's Workshop	£12.95
Fontpack 1	£12.95
Geospell	£12.95



**Evesham  
Micros**

Available from good computer stores or direct from Evesham Micros

Prices include VAT, Delivery FR  
Send £10.00 or ACCESS/VISA  
Or phone 0452 711111 ACCESS/VISA N.  
Same day delivery whenever possible.  
Govt, Educ, and PLC orders accepted.  
Callers welcome. 9.30-5.30.  
Next day delivery £5.00

For further details contact  
**Evesham Micros**  
63 Bridge Street  
Evesham  
Worce, WR11 4SF  
Tel: (0452) 711111  
Telex: 333294  
Fax: (0386) 761154



# A DOZEN GOOD REASONS WHY

## 1 C64 CONNOISSEUR PACK

C64 C64, MOUSE AND CHESS (PAINT) SOFTWARE, CUECUE MONOPOLY, SCHNABE, CHERRY, RENAISSANCE, TYPING TUTOR, PLUS 3 JOYSTICKS, 5 BOOKS, 12 BLANK DATA CASSETTES AND 10 PIECES OF EXTRA SOFTWARE **£189.99.**



## 2 128 COMPENDIUM PACK

COMMODORE 128 C64 MUSIC MASTER INTERNATIONAL SOCCER, JACK ATTACK, SPIRIT OF THE STORM, PLUS 2 JOYSTICKS AND ITB 1 AND 2 **£220.00.**



## 3 PLUS 4 PRESENTATION PACK

PLUS 4 C64 DATASSETTE, 10 CASSETTE GAMES, 3 CARTRIDGE GAMES, SCRIPT PLUS WORDPROCESSOR, BUILT IN SPREADSHEET AND DATABASE, PLUS JOYSTICK **£79.95.**



## 4 COMPLETE MUSIC PACK

C64 COMPUTER, C64 DATASSETTE, 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, PLUS 3 PLAYALONG ALBUM CASSETTES, A PROFESSIONAL SYNTHESIZER IN YOUR OWN HOME **£215.00**



## 5 MUSIC EXPANSION SYSTEM

FOR USE WITH C64 OR C128. INCLUDES 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, 5 PLAYALONG ALBUM CASSETTE OR DISC. PLAYALONG ALBUMS AVAILABLE SEPARATELY AT £5.99 EACH. NOW AVAILABLE ON DISC **£31.99** ALSO AVAILABLE SOUND SAMPLER



## 6 SEIKOSNA PRINTER

COMPATIBLE WITH MOST MODELS OF COMMODORE COMPUTERS. FEATURES VARIETY OF FONTS INCLUDING GRAPHICS AND NEAR LETTER QUALITY REVERSE PRINTING, ITALICS, TRACED FEED AND PAPER SEPARATOR. COMES COMPLETE WITH SERIAL CABLE AND FREE EASY SCRIPT HOME PROCESSOR PACKAGE **£169.99.**



## 7 COMMODORE 64C AND C2N DATASSETTE

(DATASETTES ARE AVAILABLE SEPARATELY FOR ONLY £27.99) **£149.99.**



## 8 COMMODORE 1901 COLOUR MONITOR

COMPATIBLE WITH MOST COMMODORE HOME COMPUTERS. HIGH QUALITY RESOLUTION AND SOUND PLUS AND PAL SWITCH. ALLOWS FOR 80 COLUMN MODE **£275.00.**



## 10



THIS NEW STYLE 1541 DISK DRIVE COMES WITH 20 BLANK DISKS, LOCKABLE DISKETTE STORAGE BOX AND 5 PIECES OF DISK BASED SOFTWARE ALL INCLUDED IN THE OFFER

**£189.9**

COMPATIBLE WITH COMMODORE HOME COMPUTERS  
COMES WITH 20 BLANK DISKS, LOCKABLE DISKETTE  
STORAGE BOX, PLUS 5 PIECES OF  
DISK-BASED SOFTWARE  
AS FEATURED

**£159.99**

**X3L PHASER GUN SHOTS SAFE INVISIBLE LIGHT BEAMS 150 FEET AND MORE! AUTOMATIC LASERTAG TARGET SENSOR ACCELERATED SOUND AND LIGHT SYSTEM ELECTRONICALLY INDICATES HITS! SENSOR CAN ALSO BE CLIPPED ONTO HELMETS, SHIRTS, AND HUNG ON THE WALL, AS WELL AS WORN ON THE BODY! HARNESS SUPPLIED! SINGLE PACK INCLUDES 1 X3L PHASER GUN, 1 HEAVY DUTY BODY HARNESS, 1 HOLSTER, 1 TARGET UNIT.**

**\$29.99**

**SPECIAL OFFER 2 PACKS ONLY**

**\$50.00**

**NEXT DAY  
AVAILABLE  
WITH CASH  
OR CREDIT  
CARD ONLY**

11



**postronix**  
— ito —

A Product Made up of Components  
From Other People's Companies

participated in  
a global concert  
for a cause  
that was  
applicable and  
different

the first concert

Please send me

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_  
STATE \_\_\_\_\_  
ZIP \_\_\_\_\_

PLEASE ORDER BY CHECK OR CASH

ORDER FORM



INCLUDES: A500 MOUSE • THE VERY FIRST  
TUTORIAL • DELUXE PAINT AND 1081 COLOUR  
MONITOR (MONITOR AVAILABLE SEPARATELY  
AT £249 + P&P)

**£649** + P&P

When you participate in this unique offer from Positronic, you will also receive a privileged purchaser card enabling you to add to your collection of Amiga software accessories and hardware plus many other products available from Positronic, all at incredible discounts.

**PRIVILEGE  
PURCHASE  
CARD**

[illegible]

▲ TO ALL PRICES ADD £5.00 POST & PACKAGE  
OR £10 FOR NEXT DAY DELIVERY

# MATCH DAY II



**AT  
LAST**

A WORTHY  
SUCCESSOR TO THE EVER POPULAR  
MATCH DAY FOOTBALL  
A GAME WHICH HAS  
CHARTS FOR 3 YEARS!

**SIMULATION -  
REMAINED IN THE READERS**

Written once again by Jon Ritman and Bernie Drummond this NEW Match Day is the  
result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Put yourself against the CPU or with 2 players - full league or cup competition with unique code - save facility -  
Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic  
deadball set ups and goalkeeper control.

**DIAMOND DEFLECTION SYSTEM™** ensures realistic ball  
ricochet and the action comes with  
full music and sound FX.  
If you want the very best in foot-  
ball for your micro then there's only  
one choice... **MATCH DAY II** with  
multi-menu system makes the home  
computer come alive.

**ocean**

OCEAN is the registered trademark of Ocean Software Limited

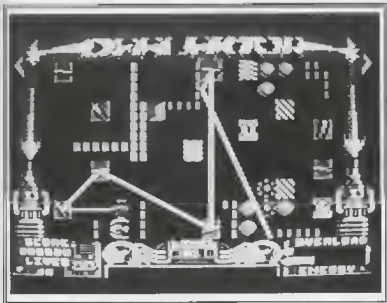
AMSTRAD  
**8.95**

SPECTRUM  
**7.95**

COMMODORE  
**8.95**

Ocean Software Limited Ocean House 6 Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 669977 Oceans G





# DEFLEKTOR

**64/128**  
**Gremlin**  
**Price: £9.99/**  
**cass**  
**£14.99/disk**

**A**AAAAARGGHHHH!!! I hate it! It should be banned. They ought to put a government health warning on it. Don't play Deflektor if you value your sanity. I did and look what happened to me. More cunning than Rubik's cube, more mentally stressful than a game of chess, more intellectually demanding than Blind Date, Deflektor is tough on the nerves.

Like a lot of things Gremlin do, Deflektor is another highly original game, the only thing like it that I can think of is the bit in Dan Dare where you have to blast a path to the next level with the laser. Not seen Dan Dare huh? Well, let's just say it's like cat's cradle with laser beams instead of string.

To start with there's a laser and to end with there's a receiver. Oddly enough the receiver is right next to the laser. Elsewhere on the screen is an array of fixed mirrors, revolving

mirrors, absorbing blocks, reflecting blocks, refractors, polarisers, fibre optics, mines, cells and probably a few things I can't remember. The problem is to get the laser beam to the receiver via the vast array of optical technology. As if that weren't enough in itself, before you can accomplish this amazing task with mirrors you must first exterminate all of the cells.

That's what you do. The difficult part is of course how beaming in mind that you have only limited energy and, therefore, time to think it all out, a lot of which you will initially spend working out what half the things on the screen do. The mirrors are straightforward enough, they reflect. And, as anyone who pays any attention whatsoever to their physics teacher knows, the angle of incidence equals the angle of reflection. Or to put it another way, the beam bounces off the mirrors at exactly the same angle that it hits them. By moving the pivoting mirrors you can bounce the beam to other mirrors and form a light path all over the screen.

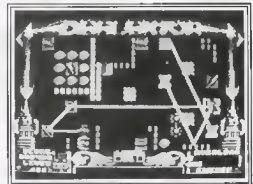
Not all the cells are in direct line of the mirrors though, and you will have to resort to some of the other optical technology available to zip them. The things to avoid are the mines and absorbing blocks which

will cause the laser to overload. Total reflection (i.e. reflecting the beam back on itself) also causes overload and if you don't do something about it quick it's meltdown time.

The revolving mirrors are pretty drastic when it comes to destroying cells—they scatter the beam

stuff about their games for no other reason than it's absolutely true. What's more they never pay undisciplined substantial sums of money into my numbered Swiss bank account, not even a bottle of Scotch for Christmas. Makes you sick.

**Ken McMahon**



DIGITAL POINTS DISPLAY										CU RATING	
1 2 3 4 5 6 7 8 9 10										8	
Video											
Audio											
Touchness											
Endurance											
VPM											



# BOXERS MAIL OUT

P.O. BOX 1035, ENFIELD, MIDDLESEX, EN1 1PG  
**KNOCKOUT PRICES-KNOCKOUT SERVICE**  
**FEBRUARY 88**

## COMMODORE 64

**ANY 11 GAMES  
 FOR £10**

**C16 + 4**

THE REAL YOU  
 SABRE WOLF  
 UNDERWORLD  
 WORLD CUP FOOTBALL  
 PYRAMID  
 BEAKY & EGGS SNATCHER  
 GOLF  
 TITANIC  
 RATSPLAT  
 HELION  
 AH GONDOR  
 EGBERT  
 FABULOUS WANDA  
 ROLAND'S RAT RACE  
 ONE ON ONE  
 WILD WEST  
 SPILLUNKER

AUTOMAN  
 PSYTRON  
 EUREKA  
 KAISER  
 FRANTIC FREDIE  
 GILLIGANS GOLD  
 3D BEE  
 DAVEY  
 ICE BUSTERS  
 4 GAMES  
 CODE NAME MATT I  
 MASTER OF THE LAMPS  
 CHINESE JUGGLER  
 MIDNIGHT MAGIC  
 LAZARUS  
 GUMSHOE  
 STEALTH

H.S.MITH SHOW JUMPER  
 ENCOUNTER  
 NIGHT SHADE  
 SPLIT PERSONALITIES  
 BROAD STREET  
 SOFTWARE STAR  
 PASTFINDER  
 ROCKN'BOLT  
 MORDEN'S QUEST  
 TOPPER COPPER  
 TAPPER  
 F.G.T. HOLLYWOOD  
 ZIM SALA BIN  
 BECDIARY OF A MOLE  
 EGNIMA FORCE  
 BEAMRIDER  
 STARION  
 FIGHTING WARRIOR

ASSAULT MACHINE  
 WARRIOR II  
 STOCK CAR  
 JET POWER JACK  
 CYBERTON MISSION  
 BUMBLE BEE  
 FELIX IN FACTORY  
 FRENZY  
 GHOLLS  
 SWOOP  
 VALKYRIE 17  
 TRANS AT BALLOON  
 PAINS OF A MOLE  
 MAX HEADROOM  
 ON COURT FOOTBALL  
 TURBO 64  
 PILOT 64  
 DANGER MOUSE IN  
 BLACK FOREST

MAIL TRAIL  
 SEA STRIKE  
 MEGA ZAP  
 RAIDER  
 ZONE CONTROL  
 CONTROL COMMAND  
 OPERATION RED MOON  
 LASER 900  
 STARLIGHT 1  
 GNASHER  
 GOLF  
 SHOOT IT  
 HOPKIT  
 MUNCH IT  
 CLIMB IT  
 MANK DEATH CHASE  
 PIG ATTACK  
 ZAP EM  
 OOK'S DILEMMA  
 BEACH HEAD

## JAMBOREE BAG

**PLEASE SELECT AN ADDITIONAL 3 ALTERNATIVE CHOICES IN ORDER TO AVOID ANY DISAPPOINTMENT**

## COMMODORE 64

PUB GAMES 2.90  
 CODE NAME MATT I 2.90  
 TURBO 64 2.90  
 PILOT 64 2.90  
 SUPERMAN 2.90  
 NEXUS 2.90  
 MANIC MINER 2.90  
 BOULDERDASH 1 2.90  
 BOULDERDASH 2 2.90  
 AVENGER 2.90  
 HEADCOACH 2.90

INTERNATIONAL KARATE 2.90  
 DEACTIVATORS 2.90  
 CHALLENGE OF THE GOBOTS 2.90  
 HYBRID 2.90  
 TRIAXOS 2.90  
 PILE UP 2.90  
 GOLF CONSTRUCTION SET 2.90  
 NOW GAMES 3 2.90  
 FOOTBALL MANAGER 2.90  
 SUPER SUNDAY 2.90  
 PRESIDENT 2.90  
 SELECT ONE 2.90  
 EXPLODING FIST 3.50  
 GOONIES 3.50  
 TRANSFORMERS 3.50  
 FIST II 3.50  
 GAUNTLET 3.50  
 STAR RAIDERS II 3.50  
 COBRA 3.50  
 HARD BALL 3.50  
 KENNEDY APPROACH 3.50  
 WINTER GAMES 3.50  
 STAR GAMES I 3.50  
 SAMURAI TRILOGY 3.50  
 TARZAN 3.50  
 DANDY 3.50

ON COURT FOOTBALL 3.50  
 WORLD SERIES BASEBALL 3.50  
 LEVIATHAN 3.50  
 NOW GAMES 4 3.50  
 MAD MAX 3.50  
 PAPERBOY 3.75  
 MICROVALLE VOL.2 3.75  
 BOMB JACK II 4.25  
 COMPUTER HITS 5 4.25  
 WORLD GAMES 4.25  
 CHAMPIONSHIP WRESTLING 4.25  
 TAG TEAM WRESTLING 4.25  
 FOOTBALL MANAGER 2 5.25  
 ENDURO RACER 5.25  
 SILENT SERVICE 5.75  
 ROAD RUNNER 5.75  
 WORLD SERIES LEADER BOARD 5.75  
 LAST NINJA 6.95  
 WONDERBOY(DISC) 6.95  
 KONAMI COIN OP HITS 6.95  
 CALIFORNIA GAMES 7.95  
 EPTX EPICS 7.95  
 SOLID GOLD 7.95  
 EYE 7.95  
 FOOTBALL MANAGER 2 (DISC) 9.95  
 GAME SET & MATCH 10.95

## FOOTBALL MANAGER 2



**TAPE: £5.25  
 DISC: £9.95  
 WILL BE SUPPLIED  
 ON RELEASE DATE**

## AMIGA

ARCHON II 14.95  
 BALLYHOO 19.90  
 A MIND FOREVER VOYAGING 19.95  
 LITTLE COMPUTER PEOPLE 19.95  
 PORTALL 19.95  
 MINDSHADOW 19.95  
 CUT THROATS 19.95



**PAPERBOY £3.75**

**ALL PRICES INCLUDE V.A.T.  
 AND DELIVERY WITHIN THE U.K.**

**EXPORT CUSTOMERS, PLEASE ADD £1.50 TO COVER POSTAGE. PAYMENT MUST BE IN STERLING**

**PLEASE MAKE CHEQUES OR  
 POSTAL ORDERS PAYABLE TO:**

**BOXERS MAIL OUT**

[illegible]



# HUNTER'S MOON

**64/128**  
**Thalamus**  
**Price: £9.99/**  
**cass**  
**£12.99/disk**

**W**hether Halakid Max Hero Stavros Pasoulas freezing his knackers off on the Russian border whilst doing National Service, it seems unlikely that he will be writing any more games for Newsfield's software house, Thalamus. Not that they need to lose any sleep over his departure... Thalamus's latest production, written by Stavros' successor, Martin Walker, is easily as impressive as their three previous releases.

Taking control of the good ship Hunter, your objective is to conquer 16 Star Systems so you can return home to the eponymous moon. Each system consists of four or more levels, inhabited by indestructible white cells which create crystal cities for your veske. This effect is similar to that in Jeff Minter's *Psychodelia*, only far superior.

A level is completed by collecting the required number of Starcells, leaving from one to four.

Alternatively, you can accumulate a spaceship co-ordinates by collecting the flashing Starcells (visible on the radar at the bottom of the screen) as you progress.

Once you've collected a co-ordinate, you can use it to move to a new system.

This means that once you become proficient at negotiating the levels, there's no need to complete all the levels in a system to progress. A considerable touch.

Playing the game and moving the joystick calls up four options: Engine, Rewrap, Shields and Offidy. There are three engine types to choose from — effectively three different control modes.



▲ Boldly make pretty patterns

◀ Seek out new star systems

# HUNTER'S MOON

Retros allow you to stop the ship almost instantly, although it takes a while to get used to the way the Hunter turns before it moves. Cruise control makes the Hunter move inertially, which means it's a lot harder to stop immediately, while the Retros provides continuous thrust, so the ship never stops moving.

This replay option is for purely cosmetic purposes and is somewhat superfluous — unless you get a real kick out of changing the colour of your ship. The shields on the other hand, are far more useful as they protect the Hunter from being

damaged by any spots — deadly debris strewn by certain types of crystal. Finally, there's the Offidy mode — very much a *Psychodelia*-inspired affair which allows you to affect the movement patterns of eight Worker Cells and thus create pretty effects.

Having completed a system you are given the chance to earn an extra life in a sub-game — by shooting all eight spots-cheering Worker Cells (complete with crystal trails) which move around the Hunter. An extra shield is awarded even if you don't survive the onslaught.

On later levels the Starcells are

invisible and can only be seen on the radar. Other problems include Maze-ells to negotiate, impenetrable crystal walls, and Worker cells which change direction without warning.

*Hunter's Moon* is a well presented and highly polished piece of software. It has exactly a great deal of variety in its graphics and gameplay, and the movement of the Worker cells creates an impressive overall effect which compliments the simplistic but mesmerising blasting action. Mr

Walker's spot effects are also first class — very clear, effective, and atmospheric. Unlike the unimpeachable music which is something of a disappointment by comparison.

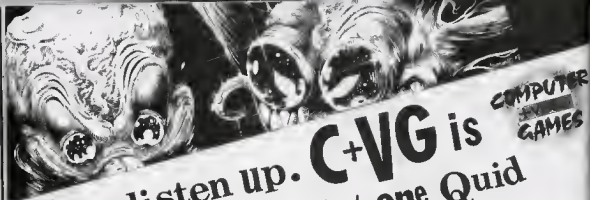
Incidentally, the disk version of *Hunter's Moon* also features five demos, including the cassette loading sequence and four pictures, one with music. They're all fairly mediocre, but who's complaining when they're free?

Gary Penn



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

**8**  
Overall



COMPUTER  
GAMES

Now listen up. **C+VG** is  
on sale now. It costs Just one Quid  
and includes a **FREE** ARcade Action  
supplement taped TO THE front cover  
**AND a FREE** judge Anderson  
poster inside.

If you don't want A visit from  
**SHUK** + doode you'd  
better BUY one **BEFORE** it's  
too late.







# AMIGA EXTRA

**REVIEWED** Blackshadow.

**Gee Bee Air Rally-Xenon**

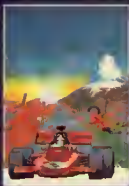
**D.PAINT** the technicolour dream

**BACKLASH** the evil eye's on you

AMIGA

ANCO

ST

**GRID START**

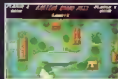
Race your 6 gear FORMULA 1 car with Booster against 23 other cars over 6 world famous circuits. Practice long and hard before you even enter the Novice class.

AMIGA £9.95

**KARTING GRAND PRIX**

GO KART racing is great fun but requires skill and experience. In the selection of Sprocket size and tyres to suit the track, weather conditions and style of driving. Practice or Complete over 8 tracks, 1 or 2 players.

ST & AMIGA £9.95

**XR 35**

Eight sectors of fast shooting against numerous enemies moving fast in ever changing patterns, ready to annihilate your super manoeuvrable ship. Multi plane scrolling background.

AMIGA £9.95

**LAS VEGAS**

You have \$5 and a burning ambition to break the bank at LAS VEGAS. Play SLOTS with the very latest features, HIGH OR LOW and finally the BLACK JACK table to realise your ambition.

ST & AMIGA £9.95

**Strip Poker II****STRIP POKER 2**

A sizzling evening of Poker with Samantha and Donna is in store for you.

AMIGA & ST £9.95

**TRIVIA TROVE**

A game for the whole family. Questions on Sports, Science, Books, History, Music, Pot Luck, Films and Maths.

AMIGA & ST £9.95

**FLIGHT PATH 737**

An Advance Pilot Trainer, the program takes you through the most interesting aspects of flying. Take off and climb over mountain ranges then attempt a safe landing. Six levels of additive flying experience.

AMIGA & ST £9.95

**JUMP JET**

A chance to fly a unique and complex fighting machine. When you have mastered hovering and approaches, accelerate the Jump Jet into attack. Use the radar to seek and destroy the enemy. Locating the carrier and landing in rough seas and strong cross winds is another matter.

AMIGA & ST £14.95



ANCO SOFTWARE LTD, 35 WEST HILL, DARTFORD, KENT DA1 2EL  
 TEL: 0322 92513 MAIL ORDER HOTLINE: 0322 522631 FAX NO: 0322 93422  
 PAYMENT BY CHEQUE, P.O., VISA OR ACCESS

# CONTENTS

# NEWS

53 NEWS  
56 FUTURE SHOCKS  
REVIEWS  
58 BEE GEE AIR RALLY

61 XENON  
62 BACKLASH  
64 BLACK-SHADOW  
66 INDOOR SPORTS

71 POWERPLAY  
68 TECHNI-COLOUR  
DREAM  
72 ADVENTURE

## Amiga '88

As the Amiga faces its second year of life, just what lies ahead for it, and for Amiga owners? It would be a foolish software house that ignored its existence entirely, with its tremendous capabilities and possibilities. But how seriously are the big names taking this means of machines, and how far are they prepared to commit to it?

**Ocean Software** have never actually released an Amiga game — but that's all going to change in the very near future. Including *Army Moves* (see Future Shocks), Ocean are releasing no less than six major titles over the next two months, the other five being *Platoon*, *Gryzor*, *Combat School*, *Wizball* and the unheard-of *Howle*, Eco, in which you have to work your way up the evolutionary tree, starting out as an insect and mating and eating your way upwards! An Ocean spokesman commented "we feel that we've established ourselves as the 8-bit software house — now we want to be known as the 16-bit software house too".

There's good news for Amiga owners from **Elite** because the Midlands company are planning to release everything currently under conversion on the ST. That means you'll be able to play *Bugby Boy*, *Ikari Warriors*, *Thundercats*,

*Paperboy*, *Space Harrier* and *Battleships*. And, added, marketing manager **Bernard Duggdale**, "It's unlikely we will release a game in the future without putting it on the Amiga."

**CRL** have products such as the 64 classic *Tau Ceti*, *Academy*, *Black Shadow* (see reviews) and *Ball-Breaker* lined up for release during the next six months. However while CRL say that they "will be producing Amiga software" they won't be "jumping head-first into it", basically because their approach is to pay close attention to the size of the user base, which still has a lot of growing to do.

**US Gold** certainly haven't been holding back on the Amiga, with arcade conversions like *Rolling Thunder* and *Bionic Commando* (from *US Gold* itself) and *Sideways* and *Badcat* (on their subsidiary Gold label) due out over the coming months, and up to another 25 projected titles provisionally lined up for this year by the two labels. However, **US Gold's** Richard Tisdall feels that if Commodore want to really capitalise on the Amiga's potential, they'll have to bring the price of the hardware down. Nevertheless, he says, **US Gold** do "feel that obviously there's a future for the Amiga



▲ **Commodore's marketing manager, Deon Barrett.**

in the U.K., and that's why we're supplying for it". Complaints about the pricing structure for Amiga hardware were fairly universal in fact. **Microsoft's**

**Pat Bitem**, whose company will be releasing up to ten games for the machine this year, including a **Cinemaware** product featuring *The Three Stooges* (due for release in March) said "we're continuing to develop and publish for the Amiga at the same level as the ST. As to who's going to 'win the battle' I just don't know. But I think that Commodore need to drop their prices, really, because the machine's current price isn't acceptable to home users".

Some companies, like **Acrona**, are concentrating almost exclusively on Amiga programming and letting their 8-bit releases take a back seat — **Acrona** will be releasing titles like *Powerplay*, *Mars Cops*,



*Crater Wars* and *I, Android* over the course of the year.

**System 3's** *Last Ninja* will be on Amiga in time for this year's PCW Show (September) and "it's successful", spokesman Tim Best tells us, "Ninja II will follow". The development of software will be slow, he foresees "because it costs so much to develop on the machine, and also, since it's a new machine, initially developing software is going to take a lot of fiddling around".

With their own Arcade conversions being released on Amiga, **Mastertronic** have certainly got into the market in a big way. And with titles like *Double Dragon* (their recently-acquired licence of the great Taito beat 'em up) and *Lord Of the Rings* due out on their Melbourne House label, who's to say this market won't feel the same way about Mastertronic.

Sim specialists **Microprose** "regard the 16-bit market as a very important because it allows us to show the sophistication of our products. We think the development at the Amiga can only be for the good, so long as the hardware is affordable. During the year all major Microprose products will be on the Amiga". In the next six months we can expect to see Amiga versions of *Silent Service*, *Gunship* and *Pirates* coming out.

Indie label **Robtek**/

**Diamond Games** have been concentrating heavily on the Amiga over the past nine months basically because they "felt it was obviously a tremendous machine so we wanted to persevere and establish a good name for our products on it. We're committed to it, but like any software producers, I suppose, we'd like to see the price come down. If it does, I think the machine'll be more than a match for the ST". Their latest crop of games features the Amiga's first *Cosmic Causeway/Traillblazer* clone in the shape of the bracing *Starways*.

With most *Rainbird* titles initially being released on Amiga, and increasing numbers at **Firebird** games finding their way onto the system, **Telecomsoft** would have to be regarded as another major producer for the machine. Among others, the coming months will see the release of the likes of *Starglider II* and *Dick Special* (both an *Rainbird* and both likely to hit the streets around May), *Bubble Bobble* and *Enlightenment* (*Firebird*, due for release any day now). But **Telecomsoft's** Debbie Sillars says that "while sales of the machine are picking up, they're going to have to pick up much more, at least in the UK, for any longer term commitment to be made. I think Commodore have got to do a bit more marketing of the Amiga".

**Activision** will be intending to producing for the Amiga

themselves, though to date they've only distributed product from **Intocom**. According to a spokeswoman they "are looking at developing some of our leading arcade conversions for the Amiga, though obviously 16-bit software takes longer to develop than 8-bit". And with recent signing including *R-Type* and *Afterburner*, their Amiga products may be well worth the wait.

Finally we called recently-appointed **Commodore** marketing manager, Dean Barrell. While he said that Commodore never release sales figures, and therefore could not tell us how many machines were sold over the Christmas period, he was confident about the prospects for '88.

"Things were slow to start off with, a lot of software

houses were, quite rightly cautious about a new machine. But I think once the Amiga got out there and people saw its tremendous graphic capabilities, a lot of software developers got excited by it".

On the prospects of a drop in price, however, he was less optimistic. "At the moment I don't know of any plans to do so. Obviously, though, we're continually reassessing our products and how to make them as competitive as possible".

So there we have it. With an estimated U.K. user base at about 20,000, and all the major software houses writing product, 1988 promises to be a good year for the Amiga and its owners. But with tough competition from the cheaper ST, it won't be all freewheeling for the hottest games machine.

# Emulating the Amiga

Suppose you've just upgraded from the 64 to the Amiga — what are you to do with all that old 64 software you've accumulated over the years? Even if you haven't used up almost all your capital actually buying the machine, you're still up against the fact that many 64 games are still not obtainable for the 16-bit machine for love or money. If only, say you, there were a 64 Emulator available.

In fact, there is. The first company to attempt to produce one are an American operation by name of **Readysoft Inc.** Their emulator, which isn't yet available through retail channels in this country, is selling for about \$60 across the pond. With the package you get one copy-protected disk, an operating manual and a parallel port adaptor cable which allows you to use a 1541 disk drive.

Unfortunately, our

technical department (Chris Holmes) informs us that many of the 64's arcade-style games don't run, while others run but at a slower rate (*Bambalock* and *Spindizzy* for example).

The results with games not requiring quick reactions, however, were far more promising, with both graphic adventures and role-playing games seemingly running well.

So if your bag is arcade games, perhaps you should hold out for something better, or at least wait until Readysoft's emulator is distributed in this country. (Incidentally, Readysoft have promised updates of their product for the future.)

But if you're an adventure buff, and you really can't wait, you can drop 'em a line at: Readysoft Inc., 64 Emulator, P.O. Box 1222, Lewistown, New York 14092, USA and get the details.



#### CHAMPIONSHIP BACKGAMMON

An earlier form of this game was being played thousands of years ago. It has since evolved into an enthralling game in which chance & tactics go hand in hand.

RRP £9.95



#### OTHELLO

Othello is an exciting board game. The idea is to try and place your pieces so that it outflanks your opponent, creating a horizontal, vertical or diagonal run of opposing pieces.

RRP £9.99



#### KWAZIMODO

Emeralds the beautiful virgin is being held prisoner in the wicked wizard's dungeons. Kwazimodo must climb over 25 walls to her. An easy task because behind each wall is a surprise.

RRP £9.95

#### JIGSAW MANIA

A thrilling computerised board game. Ten different puzzles. Play in spending more time than you had planned to with this game.

RRP £9.99



#### ROCKY

A deceptively simple and strangely addictive game. 2D caves to explore filled with diamonds and surprises. Watch out for crashing rocks and other hazards.

RRP £9.95

#### BRAIN STORM

A fantastic program that is as educational as it is entertaining. An exciting computerised version of the famous board game. Memory. Excellent graphics, sound effects & many more.

RRP £9.99



#### KING SIZE



PRESS BUTTON  
TO ENTER GAME

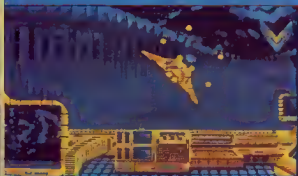
credit  
\$10  
\$10



## AAARGH!

Launched more or less simultaneously on Amiga and coin-op formats, Arcadia's *AAargh!* bears more than a passing resemblance to the recently converted arcade smash *Rampage*. You play either as eggs or a dragon roaming about the hitherto peaceful island of Darance on the hunt for Roc's eggs. These are hidden about the island's various cities, towns and villages and the only way to locate them is, yes, to smash everything into dust. Once you have five eggs, you can then set off for the volcano which houses the final golden egg. Of course, there are scores of other creatures, defenceless and otherwise, to be slaughtered en route. Not to mention beating off the challenge of your rival monster. Eating most things—from hamburgers to humans—increases your health, and picking up bolts of lightning improves your destructive potential.

# AMIGA FUTURE

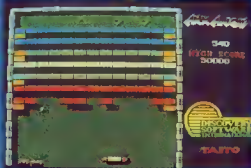


## ARKANOID

This is one that many Amiga owners will have been waiting for. *Arkanoid*, though based on the prehistoric *Breakout* concept, managed to be massive in the arcade by virtue of marrying oldie workable playability with up-to-the-minute graphics and refinements. The 64 conversion was hugely successful too, and it's a fair bet that with the Amiga's graphic abilities *Arkanoid* will be just as intoxicating, addictive and down right *bad* in this format too. Pictured below is American software house Discovery Software's *Arkanoid*'s version, currently available in this country on import only. This may make it a wee bit pricey, but we've got a feeling there'll be quite a few punters who'll be happy to dig that bit deeper in order to acquire it.

## AQUAVENTURA

Scouse soft-merchants Psygnosis have been writing games for the Amiga practically ever since Commodore launched the machine, and can fairly be described as one of the most experienced Amiga houses. So when they claim that their latest product "uses the Amiga to its fullest", you can at least be sure that they, of all people, would know just how "full" that is. And, from what we've seen of *Aquaventura*, we have a slight suspicion that their head may not be an idle one. Yup, it does look pretty fab from where we're sitting. You've got to fly over five successive 3-D water-covered worlds, taking out all the flying saucers and (amazing) segmental worm creatures that you encounter, then dive beneath the surface of the waves and locate the submerged entrance to the tunnel which connects the world you're in to the next one. If you can then make your way unscathed through the nasty-infested tube, you'll eventually pop out into a fresh location, with still more creatures to take on. Fast, furious and fab-looking, it all looks to us—you'll be able to decide for yourselves come March.







## STRIKE FORCE HARRIER

Zooming in to attack its prey as the hottest light combat sim yet on the Amiga is Mirrorsall's conversion of the excellent 64 game, *Strike Force Harrier*. You'll sit yourself down in the cockpit of Britain's famous VTD, Vertical Take-Off and Landing! Equipped with a cannon, bombs and the dead nifty Sidewinder missile hanging from your fingertips. You'll zoom in to attack the enemy HQ after unleashing your ground attack and forces from receiving a dose of the same medicine from the equally well equipped opposition. There are two play modes (practice and combat) and three skill levels (pilot, commander and ace) to choose from and at the end of each mission your performance is assessed on the basis of how close you've managed to get to the enemy HQ. Plo, plo.

# SHOCK PREVIEW



## ARMY MOVES

Spanish software house Dinamic are responsible for *Army Moves*, which should be hitting your local software shelves any day now, under a distribution arrangement with Ocean. You play a member of SOC (the Special Operations Corps), an elite group of specialist commandos. You're involved in some very serious conflict with some utterly despicable foe who just happens to have some incredibly vital documents which will decide the ultimate outcome of your disagreement. So all you have to do is to travel through enemy-infested jungles and deserts, in a variety of different vehicles (including helicopters, jeeps, tanks and, of course, sharks!) blasting everything in sight until you finally get to the HQ, break the safe, win the war and live happily every after. Easy, really.

## FERRARI FORMULA ONE

Some people want to be president of the United States, some people dream of a date with Kim Basinger. And are even known as few people whose idea of heaven would be to be Mark Knepper. But the truth is that the vast majority of persons in the comiverse have one fantasy above all these: to drive a Ferrari Formula One. And so it came to pass that these crafty folk at Electronic Arts decided to capitalise on this almost universal weakness and release an enginoh driving sim which would allow Joe and Cecilia Public the chance to experience the thrills and spills of powering one of these lightning dream machines around the world's great race tracks (Monaco, Detroit, Monza and Brands Hatch) against all-comers. Apart from offering the sheer unadulterated challenge of high speed racing, *Ferrari Formula One* also allows you to choose length of course, how fast to maintain your car, and even when and if to take a pit-stop, all over the course of a sixteen-track championship schedule. How can you resist? Well, you'll have to, at least until its projected late March release date.



# AMIGA

**Activision**  
**Amiga**  
**Price: £19.99**



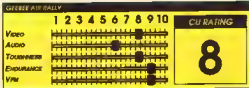
# GEE BEE AIR RALLY

**G**ee Bee Air Rally is set in the mid-twenties when planes were a fairly new invention and air races had just come into the public eye as an enjoyable Sunday out in which the lads thought it was a real treat for them, but in fact it was their fathers who really wanted to see the planes in action. The only way that I can possibly describe this game is *Pole Position* in a plane (sounds good ah)

The game gives you three levels of play, Beginner, Expert and Ace. The only difference between them is the speed of the game itself. The higher the level, the faster it gets until you either have to slow down or lose control of the plane.

If you can successfully complete three races then you go forward to one of the two special events. In the first, your task is to fly at high speed popping thirty balloons in a time limit of one minute and forty seconds with the nose of your plane as if that isn't hard enough you've got other planes trying to knock you away.

In the second special events you



are required to fly right of the red pylon and left of the blue ones, with a time limit and again with other planes trying to knock you off course. If your vicious opponents succeed in hitting you three times, the plane will go into a spin dive and you will parachute down to safety either landing in a pig sty, in the desert with a buffalo's skull beside you or even in some manure with a lady with sexy legs standing above you.

The graphics are designed to a very high standard but sometimes lack those details which make the game more real. For example, it looks like there's nothing below you

on either side of you except red and blue pylons which guide you along the route. The scrolling to the same as most car racing games, when you turn left the background moves to the right but I must say that it does seem to jerk a bit. There are only three backdrops unfortunately, one of which is far ground.

On the whole, the sound is not up to the same standard of the rest of the game. However, having said that, the music at the beginning and end of the game is superbly done and fits in well with the atmosphere of the game. The sound of the engine is a very irritating buzz and when the engine conks out it sounds more like a car stalling than a plane. I must say that when the pilot bails out the sound of the wind and then the almighty crash sounds more like what the Amiga can handle.

I think the game would appeal to a wide range of Amiga owners. The graphics aren't the best on the Amiga, nor is the sound but the addictiveness and enjoyment that comes out of this game puts it in my Amiga top ten.

**Vipul Kapadia**



**THE MEMORY STORE**  
**136 INGRAM STREET**  
**GLASGOW G1**  
**TEL: 041 552 4222**

## UNBRANDED DISKS

**FREE VIRUS ANTIDOTE FOR AMIGA OWNERS WITH EVERY PURCHASE!!!**

DS/DD	25	50	100	500
3.5" BULK	£22	£43	£83	£385
5.25" BULK	£10	£19	£35	£140

## ALL DISKS COME WITH LABELS

**Lockable Disk Box**  
**Holds 80 3.5" Disks** **£7.50**

## ALL DISKS GUARANTEED



**AMIGA  
SOFTWARE  
SPECIALIST**

Unit 1, Willowsea Farm, Spout Lane North, Stanwell Moor, Staines, Middx TW19 6BW

All titles marked\* will be shipped on release date.

[illegible]

All our prices include VAT and First Class Post. Telephone: (0753) 682988

For personal service please make cheques payable to Clik and send to:  
Clik, Unit 1 Willowsea Farm, Spaul Lane North, Stanwell Moor, Staines, Middx. TW19 6BW

# Evesham Micros

## ONLY £99.95

inc. VAT

# STOP! STOP! STOP!

Why pay more?



### FEATURES

- ◆ One year guarantee
- ◆ 880K formatted capacity
- ◆ Very quiet
- ◆ Slimline styling
- ◆ Throughport
- ◆ Fully compatible
- ◆ Suits A500 or A1000
- ◆ Top quality Citizen drive mechanism
- ◆ Long cable for location left or right of computer

All prices VAT/delivery inclusive. Next day delivery £5.00 extra

### How to order

Sent cheque P.O. or ACCESS-VISA details.  
Phone with ACCESS-VISA details.  
Govt., educ. & PLC official orders welcome.  
Same day despatch whenever possible.  
Collect anytime, open 9 days 5.30pm.  
All offers subject to availability. E.M.E.  
TELEX 333254 FAX 0308 763354

## Evesham Micros

63 BRIDGE STREET  
EVESHAM  
WORCS WR11 4SF

Tel: (0386) 765500

ALSO AT 1756 PERSHORE RD., COTTERIDGE BIRMINGHAM, B39 3DH TEL. 021 458 4584

### AMIGA C64/128

C16/+4 & VIC 20

AMIGA 500 KEYBOARD COVER £4.95

AMIGA 1081 MONITOR COVER £4.95

PLUS 4 or 64C KEYBOARD COVER £3.95

C16, VIC20 or C64 KEYBOARD COVER £3.50

1,000'S OF TITLES & MANY BARGAINS BACK  
CATALOGUE & CLASSIC SPECIALIST ALL

BUDGET SOFTWARE ALSO STOCKING LARGE  
SELECTION OF JOYSTICKS

TAPE SOFTWARE FROM 99P

PLUS 4 DISC £3.99 — ZORK I, II, or III-CUTHROATS

C64 DISC £3.99 — PIPELINE, BOZO or GYROPOD

C64 GAMES KILLER only £3.95

C64 G plus 4 POWER SUPPLIES only £22.99

C16/+4 JOYSTICK ADAPTORS £2.95

TV LEAD £1.75

NOTE: PRICES INCLUDE P. & P. for UK

please quote: CU4 — FOR FULL LIST, SEND LARGE S.A.E.

CAPRI MARKETING LTD

HILL WIDE, 177 LAKE, PLACEMILL BLADE, 8088 WYCOMBE, BRICKS 1978 1982

CREDIT, P.O. ORDER or VISA TEL: 0908-21241 (3000 AMSTERDAM NUMBER)

## GLINTLAND — AMIGA SOFTWARE

	£		£
ALIEN STRIKE	10.95	STATION FALL	21.50
BARBARIAN	16.95	SUPERHUEY	13.95
DEJA VU	19.99	TERRORPODS	16.95
DEMOLITION	6.99	UNINVITED	21.50
GUILD OF THIEVES	16.95	NINJA MISSION	6.99
HUNT FOR RED OCT	16.95	SPACE RANGER	6.99
HITCHHIKERS GUIDE	16.95	STAR GLIDER	16.95
CHALLENGER	6.99	WORLD GAMES	16.95
PLUNDERED HEARTS	16.95	PHALANX	6.99

Full price list on request

Send cheques/p. order to

GLINTLAND LTD,

GIVE US A CALL ON 0763-73208

BELL BAINS, 3 BALDOCK ROAD, BUNTINGFORD, HERTS.

## ✓ AMIGA

AMIGA A500

INCLUDES:

AMIGA A500

DELUXE TAPE, C'SHIP GOLF

G.F.L. F.BALL, C'SHIP B'BALL

COMMODORE SPORTS BAG

COMMODORE MODULATOR

PRICE ON APPLICATION

Disk Boxes Lockable Holds 80 £9.95

CBM 19410 Disk Drive £169.95

(includes GEOS and Integrated Joystick)

## AMIGA

AMIGA 1084

H1 RES COLOUR MONITOR

ONLY £219.95

CITIZEN

120g PRINTER

includes INTERFACE & CABLE

ONLY £179.95

Give us a ring about your software needs for your Amiga or CBM64

WE HAVE A FAST HARDWARE/SOFTWARE MAIL ORDER SYSTEM. WE GUARANTEE AT LEAST 10% DISCOUNT OFF SOFTWARE £4.95 RRP OR ABOVE

### SOFTWARE SPECIAL OFFERS

Championship Golf Baseball G.F.L. Football only £27.85 for all 3 ● Arena — Breteuil only £9.95 ● Kings Quest III £28.95 ● Lastimes £9.95 ● 12.00 for TEN

### SPECIAL OFFER

5% BLANK DISKS ..... £5.00 FOR TEN

3% BLANK DISKS ..... £12.00 FOR TEN

SPECIAL OFFERS ARRIVING EVERY WEEK

## TOPSOFT

3 HARBLETONIAN YARD

STOCKTON ON TEES

CLEVELAND

TS16 1BN

Tel: 0642 670603

6 WELLINGTON COURT NEWS

DARLINGTON

COUNTY DURHAM

DL1 5PD

Tel: 0325 480880

Packs and prices may change without prior warning, please ring to check before ordering

Pack contents and prices are correct at time of press.

P&P included extra for overseas delivery

All mail order enquiries to Stockton shop please

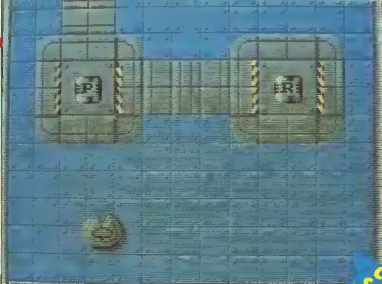
CREDIT TERMS AVAILABLE





**Y**ou'd think if a company had constructed the bestest original shoot 'em up anyone's seen for ages they wouldn't want to go and package it up with a load of drivel about rocket fighters, starfleets and total pseudo-acceleration the resident naffo sci-fi freak Melbourne House had to have that bit of waffle. Philip K Dick they ain't!

Good job I junked the instructions and dived straight into the game.



Level one and tankin' it.



# XENON

**Xenon  
Amiga  
Melbourne  
House  
Price: £19.99**



Switch to fighter.

otherwise I might have been seriously put off what is a near arcade quality piece of blasting. Xenon is a vertically scrolling shoot 'em up with play much like an invader R Type, and it's converted from their own Arcade machine.

You have four levels divided into four sectors. The object naturally is to make it to the end. You can play as two different types of craft, a land based tank or a fighter aircraft. To get anywhere at all in the game you'll have to switch between the two. You'll also have to pick up the multitude of extra weapons and add-ons that shooting various gun emplacements along the route will reveal. It's one of those games which gives you a dozen different kinds of firepower when you hit the fire button. Naturally it results in

some fairly serious destruction. That's not to say you become invincible. The amount of tank from gun emplacements and alien ships is massive. Each time you get hit you use up fuel restoring your shields. Collisions result in more drastic energy loss.

Each sector also has a sentinel, which is basically one big mutha who pops up half way through a level and another even bigger one which appears at the end. These also seem to sap all your weaponry so you end up firing pathetic little shells at this monster. You'll have to stay well out of its way and pour masses of fire at it before it starts to glow and explodes.

Liquidating the humungous monster takes you on to the next sector where upon a fuzzy, digitised



figure will appear in the corner of the screen and mutter the words "Sector Two". If they were going to have speech they should have made more of it.

The first sector is a futuristic landscape of domes and tiled squares. Section two is pure flying as you avoid the wall at the side. It's back to switching between ships for the third level which is similar to the

first. Finally it's a back to the aircraft to complete the last part.

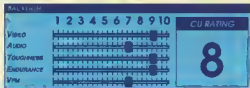
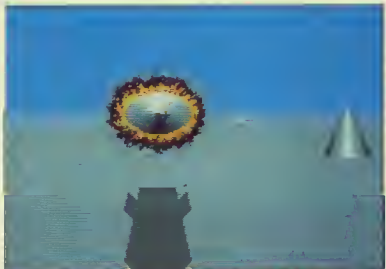
Xenon is one of the best shoot 'em ups to appear' what on the Amiga. Don't be put off by its slowness at the start because it speeds up. It is much quicker than the ST version anyway! pretty drastically and you'll find the screen is cluttered with all manner of flying objects. A class blast.

**Nicks Pattenden**



Watch the sides.

XENON										DIGITAL POINTS DISPLAY	
										CU RATING	
Video										8	
Audio											
TOUGHNESS											
ENDURANCE											
Play											



Looks like it's been drinking heavily.



Putting the evil eye on you

Novagen's *Backlash* is how Paul Woakes has been spending his time since writing the acclaimed *Mercenary*. And it hasn't been wasted. If you like your shoot 'em ups served neat and simple with no frills, then put

Er, duck!

# BACKLASH

*Backlash* on your list of essential purchases

The instructions waste no time with tedious preambles telling you how the mutant Therps have colonised the distant planet Barg, and only you, armed with your trusty laser screen defence radar auto-activators, can save the galaxy. Just stick the joystick in and start shooting. No messy business with finding 16 keys to the secret processors in the enemy base then blasting out the mothership: just get yourself the highest score you can.

On the Amiga, *Backlash* looks very classy indeed. Designer blasting, in fact. You fly in low over the enemy terrain, marked out in a delicate shade of Habitat grey, dotted with installations, towers and buildings of suitably futuristic geometric shapes. The movement of your ship joystick-controlled, is beautifully fast and smooth, as you rush forward headlong, pull back, or scan around the horizon seeking out the enemy craft. It is more then reminiscent of that old favourite *Encounter*.

You find your targets using the

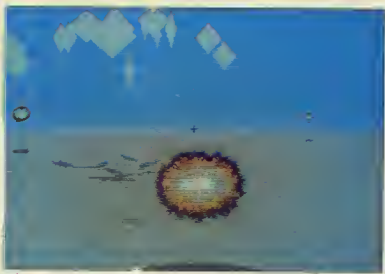
**Novagen  
Price:**





n you.

"rader" In the centre of the screen, which shows up white dots for ships, aircraft, whatever you care to call them, and red dots for the fireballs they will fire at you. Wheel around to face them head on, and fire to intercept the fireballs or shoot



Shards of debris scatter from a destroyed nasty.

# KLASH

The sound effects as you fire away add nicely to the atmosphere, although the opening tune is far too jolly and bouncy for the all-out aggression that is to follow. It hardly matters, though. Get yourself a decent joystick, and start scattering metal all over the sky.

Christina Erskine

# AMIGA

out the craft.

It's all very impressive to look at; the fireballs hurtle angrily towards you, the screen gets filled with shards and shrapnel as you blast away, your own bombs bounce away into the distance (reminiscent of all those Amiga demos we gasped at a year or so ago). So, how does it play?

Fast. Very fast, and furious. There's not a moment's let-up as you flick your eyes from radar to spot the ships and missiles back to screen to fire at them. It's tempting just to stick the autofire on, but this rather spoils the technique required. Luckily there's a pause function should the adrenalin get too much for you on occasions.

Backlash is a game for diehard blasting purists. The lack of any specified objective or variations in gameplay — the enemy craft get more sophisticated in later levels but the action is much the same, it just requires you to react even more speedily — almost adds to its appeal. Just disengage your brain and start shooting.

The Dark zone — the blasting gets up.



**£19.95**  
disk

# BLACK SHADOW

**CRL**  
**Price:**  
**£19.99**

**B**lack Shadow is the latest offering from those overworked guys at CRL's Zen Room.

The game is a scrolling shoot-em up which will probably come as no surprise to the many followers of the company's exploits. What is new is the fact that it's their first game for the Amiga.

Upon booting, you are presented with a rather flashy title screen bearing the CRL logo and, of course, the title of the game. After a short burst of classical type music you are welcomed to this project by a nice man with a BBC announcer's accent. This is much like the old 'This is Cinema' message used in picture houses all over the country and is a very nice touch indeed.

Another picture later you are, at last, presented with an options page allowing one or two player participation. A player may select one of three characters to play the game with, but it doesn't really matter which one you choose as if you look closely at the male faces, you'll see both are the same guy, but one has a beard. It's all a bit pointless.

After setting your various preferences, you may begin play by selecting the 'kick' icon and pressing a button. Taking off from your launch pad, you are thrown straight into action, no messing.

Flying vertically up the screen with your character's portrait, score etc., decorating the far left and right of the screen you may start blasting and earning lots of points.

However, if you wish to go further than two inches up the screen, you must employ some method into your madness.

The first thing to do is take out the numerous rocket launchers which seem to be almost everywhere.

These little orange spheres will show you an aim or miss in your direction, and if you can't do something about it quickly you may as well say your prayers.

Tired of these too useless one-shot-and-missile-and-ouchs accessed by pulling back on the joystick, you may want to hold down. You may need two or three attempts at this as judging the distance is quite difficult.

While trying all this, you have also to dodge lots of other alien ships which are sharing your airspace. These range from flashing globes and little 'Amiga Bats' to the more conventional type of baddy who flies in the classic alien spaceship. All in all you don't get much chance to look at an object before evasive action is required to avoid it.

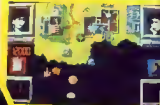
As the landscape continues to scroll smoothly, but rather slowly, in a general downward direction, you will find that several of the buildings on the ground are in fact amazingly tall and therefore create yet another hazard to be swiftly avoided. Split second timing is often needed to

prevent transformation into a pancake and a very plain one at that. Although there seems to be an awful lot to do here, in fact, you do in fact only take a ship after every three collisions, and will just see a nicely drawn explosion which you can fly away from.

When you lose a craft you are, unfortunately, chuckled all the way back to the start of the current level no matter how far up you are. Another quirk is that in dual player mode, players must play as a team because when one guy loses all the lives, the game's over.

Getting back to the screen display all the graphics in Black Shadow are hand drawn by artist Jon Law and some of the attention to detail such as the glowing girdles scattered about and the large metallic domes which open and close menacingly, is really effective.

Getting all the way to the end of a



▲ Pick a face to play.

▲ Spot the Amiga demo ball.

▲ Terra Cresta-style shooting.



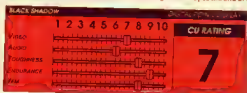
phase it is no way easy, but when this is eventually achieved your craft is welcomed with open arms by five or six rocket launchers which try their damndest to send you back. To complete the level you have to destroy the flashing light which occupies the centre of the runway. One well aimed missile and you're on to the next level, which has a different graphical layout, a few more nasties and a lot more buildings — but not before you are given a side-view close up of your ship and get a little nod from the pilot.

If you actually manage to hit the red light at the end of his level, consider yourself wonderful and rejoice because I can't seem to do for the life of me and get sent all the way back to the start.

With pretty neat graphics and reasonable sound effects, this game will probably appeal most to the gamemaster who likes the 'tactical shoot-em' rather than just straight blasting. The initial difficulty may, however, put off most people.

If it was slightly faster and had a bouncy soundtrack to blast with, this would almost certainly have been a Screen Saver. Unfortunately it isn't, so it ain't. Nice try, though.

Chris Cain



VISIT  
OUR NEW SHOP  
18 MARKET SQUARE  
LEIGHTON BUZZARD  
BEDS.

**Amiga  
Databyte  
Price: £19.95**

**S**ports simulations go on and on; in Databyte's Indoor Sports, licensed from the US is an updating of the 64 version. The sports in question are ones which are not so frequently computerised. All can be played either against the computer, or as a two player game.

Four games are on offer: tenpin bowling, darts, air hockey and ping pong/table tennis. All boast clear, large graphics and uncluttered screen displays, but playability

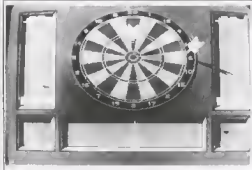


▲ No, no signs of dartsitis there.

# INDOOR SPORTS

varies considerably between the four.

Darts is much the most accessible, with simple joystick controls. The shot selection screen features a huge, authentic-looking dartboard. Press the fire button to choose which part of the board to aim at,



▲ Gets the double and he's off.

again to determine the level of arc of the dart and again to select the strength of your throw, all using clear pictorial menus. This screen then clears to give you a view from behind the oche of your throw being

taken. One delightful touch here is the cat snoozing on the floor below the board. If your dart hits one of the metal dividers and falls on to the floor, the cat wakes up with a start.

The darts section is easy to master. Tenpin bowling is another matter. The controls for bowling the ball are (unnecessarily) complicated and you get a side-on view of the bowler's end or the alley only, which is not the most straightforward way to plan your throw. The joystick must then be manipulated to indicate the amount of curve of the bowl and the fire button pressed to

release the ball from the bowler's hand — or else he falls flat on his face, no doubt with a dislocated thumb.

Only then does the screen change to show a head-on view of the bottles and your ball thundering down for a strike — or pitching into the gutter. Having played Accolade's *Tenth Frame*, I can tell you there are a better ways of implementing this

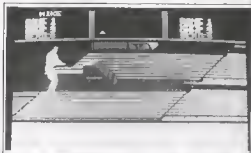
particular indoor sport on computer. Sound effects are nice, though.

Air hockey's presentation is extremely simple: table, two "hitters" and a puck. This is not intended as a criticism; after all you don't need much else. Movement of the puck and your hitters is smooth and the game rapidly warms up into something pretty fast. Ping Pong also minimises screen clutter by dispensing with any representation of players and portraying disembodied bats instead. These bats can hit the ball quite hard and fast; in some cases faster than your joystick can move your bat into position to hit the ball, no matter how hard you yank at it. As you cannot reposition your bat between shots, only during play, this is quite a drawback to building up a series of rallies.

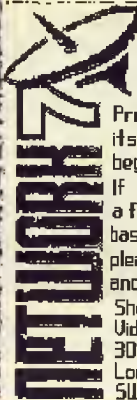
Playing as one person against the computer, or completely solo in the case of tenpin bowling and darts

might amuse you for a quiet twenty minutes, but Indoor Sports really needs to be played with a human opponent to get some competitive edge and a excitement going. All the four games are nicely presented and the graphics are pleasing, but I have my doubts about the playability of the ping pong and to a lesser extent the tenpin bowling implementations.

Christina Erskine



**AMIGA**



Channel 4's  
**NETWORK 7**

Are looking for  
Amiga Artists &  
Programmers for  
its second series  
beginning May 88  
If interested in  
a full-time London  
based commitment  
please send C.V.  
and Demo Disk to:  
Shelley O'Neil  
Video Visuals  
300 Fulham Rd  
London  
SW10 8BY

# CLEAN CUT

## BALL RAIDER

The game of the future. 25  
animated levels with vari-  
ous strategies of playing.  
Digitised sound graphics.  
Win and become one  
of the elite.  
AMIGA £19.95



Coming in 1988:  
CRAZY FOOTBALL £19.95  
PINBALL ARCADE £19.95  
CHAMP £19.95

Diamond games  
Isleworth Business Complex, St. Johns Road,  
Isleworth, Middx. TW7 6NL  
Telephone 01 847 4457



If you dumped your free copy of *Deluxe Paint* in the bottom drawer when you unpacked your brand spanking new Amiga 500 and then forgot all about it, you've really been missing out. *Deluxe Paint* is not only a very good art program, it's one of the only packages yet available that shows what your Amiga is really capable of. That's why they put it in the box.

Your friends will think you're some kind of art whizkid, until they start using it themselves — and then they won't let you get near it. Admittedly the instruction book is a little too thick for comfort, but you can achieve pretty spectacular things without even bothering to open it, since the only thing you need use is the mouse. You both draw with it and select functions by clicking icons and pulling down menus. When you do eventually browse through the manual, it's not a bad read.

Electronic Arts, who wrote the



# TECHNICOLOUR

program, have just announced *Deluxe Paint II*, an enhanced version that offers a whole lot more.

Apparently, they actually asked existing users to tell them exactly what extra features they'd like and then went ahead and put them all in. Why don't more companies do that? You can get the upgrade for £29.95 if you return the original version along with the coupon you should find in the box. Since the retail value of *Deluxe Paint II* is £99.95, this sounds like pretty good value.

But let's first look at what you're missing out on if you've not yet peeled off the shrink wrapping. Is it worth shelling out the extra money for the upgraded version?

## Deluxe Paint for free

The first thing that strikes you about *Deluxe Paint* is that it is very colourful indeed (obviously the colours show up better if you're using the Amiga 1081 monitor). The



reason is that you have an overall choice of 4096 colours. How many you got to use in a drawing depends on what resolution you're working in (low, medium or high) and how much memory you've got. But even on the basic Amiga 500 setup you get a colour palette in both low and medium resolutions. Van Gogh probably didn't have that many.

And the colour palette can be customised to suit your needs. You get full control over every colour for mixing both red, green and blue and the intensity. So you could effectively use a 'custom' colour palette for every drawing you do. It's like mixing real paint, only you don't mess up the carpet.

*Deluxe Paint* works on a 'brush' system. As well as providing standard brush sizes and shapes, you can create your own brush simply by drawing anything whatsoever on the screen and then framing it for use as a brush. You can even frame any part of a painting and brush with that. That brush works in the same way as the standard ones, including all the effects provided in the Brush menu. Brushes can even be as large as the screen and you can save them to disk, thus creating a library for future use.

Special effects using a brush include the usual rotate, stretch and flip, but you can also bend both horizontally and vertically, double or halve the brush size. So you could write your name on the screen, frame it as a brush and bend the brush so the letters appear like the

'Cinemascope' logo. It's all very quick and easy to do. There's even a 'mirror' option that looks as though you've smudged the colours.

*Deluxe Paint* also gives you a function that looks like animation. It's called colour cycling. If you've created a circle from coloured bars, for example, you can cycle all the colours used so that the circle looks as though it's spinning. One example drawing on the art disk supplied shows a waterfall; the program cycles the colours used in the water so that it appears to be flowing.

Another spectacular effect that's easy to achieve is the Symmetry tool. This gives you a kaleidoscope effect, but you can control how many starting points there are and how the symmetry behaves. Points can mirror themselves, cycle round a central point or even start at different points. It sounds complicated but all you have to do is experiment with the various options and see what happens. Just about any setting will produce something really spectacular — or just really weird.

Unlike most drawing programs you've seen, *Deluxe Paint* provides you with two drawing screens and you can flip between them by pressing a single key. This is very handy because you can store a stock of picture elements on one screen and bring them into your work screen whenever you need them. It's also handy for trying effects before you incorporate them in your drawing.



**Bend, perspective or smear colours and that's just for starters with *Deluxe Paint II*.**

Apart from that, you get the usual toolbox functions: filled and unfilled squares and circles, lines, curves and ellipses, dots, free-hand draw, fill, magnify — and a very handy 'undo' command. For greater accuracy, you can show x and y co-ordinates and create a grid, specifying the spaces between grid lines.

As you'd expect, the magnifying option enlarges any area of the screen you select. In low res mode, you're working with pixel blocks whilst in hi-res mode, you're actually able to control individual pixels for very accurate work.





# R DREAMS



As you'd expect, any drawing can be saved to disk and can be printed too. Since most printer owners have only single-colour dot matrix printers, *Deluxe Paint* offers printing in black and white and in shades of grey, with colours changed to the most appropriate shade. That's the trouble with *Deluxe Paint*, you really need to print in colour — and colour printers don't come cheap.

## Deluxe Paint II

Seeing that you get so much for free, is it worth paying nearly £30 to get the newer version? The answer is that it definitely is. But to take full advantage of the extra facilities you'll probably have to upgrade the memory on your A500 by buying the

slot-in 500K cartridge.

*Deluxe Paint II* offers three major improvements on the original version:

● **Perspective Mode:** Firstly, it now has a totally new 'perspective' function. This adds a whole new dimension to *Deluxe Paint* — a third one. *DPaint II* lets you draw and arrange elements three-dimensionally whilst keeping their perspective. You can set the perspective point wherever you like, this works for parts of drawings as well as shapes and fill patterns. For example, you could take King Tut's face (he appears on the sample disk) and 'perspective' it so that it looks as though it's painted on a ceiling.

Perspective drawing is the most complex of the new *DPaint II* functions and takes some grasping because you're dealing with not only length, breadth and depth, but a rotation around each of those three planes. The manual helps by giving you a few examples to work through.

Although it's difficult, drawing in perspective mode gives the most spectacular result and once you've mastered it, you won't want to bother with boring old 2-D any more.

● **Stenciling:** The second enhancement is the Stencil mode. Using 'stencil' you can lock any of the colours in your current palette so that, whatever you draw on top of your drawing, the colours you've locked cannot be drawn over until you turn the stencil off.

An obvious use for stenciling is

when you're using the airbrush tool. You can 'mask' off parts of the screen so that whatever's there can't be accidentally sprayed over.

● **Fixed background:** Finally, *DPaint II* lets you fix any drawing as a background. The drawing you've fixed effectively becomes a backdrop which is not corrupted when you draw on top of it. Pressing the clear button simply removes what you drew, leaving the backdrop intact.

So you could draw your picture of Loch Ness, define it as a background and draw as many monsters as you like on top of it without messing up the lake or the scenery.

Unfortunately, you may need more than the A500's basic memory to be able to do this. But it is possible to achieve in 500K if you choose 'swap' instead of 'load all' when you load the program. This loads only part of the program, the rest being loaded as and when you need it.

● **Minor improvements:** *DPaint II* also offers a few minor improvements. One of them is called anti-alias and it works in Brush mode. If you put two sharply contrasting colours together, anti-alias will smooth the transitions between them.

Another function that works along the same lines is 'dither'. When you've set a range of colours for cycling of filling, the dither command (it's a scroll bar) gradually blends the colours together — at one end you get distinct colour stripes, at the other you get smooth transitions between them, giving

very classy shading effects.

*DPaint* also lets you create a drawing size bigger than the screen, and you can use the cursor keys to scroll around it, and hide both the top bar and the toolbox to give you a larger area.

Lastly, the new *DPaint* works in PAL video and not in NTSC (American) model. This will only interest video buffs, but the upshot is that you'll be able to use *Deluxe*



*Pain* with Electronic Arts' *Deluxe Video*, a program that lets you mix art with video output from your video recorder — and lots more too complex to mention.

*Deluxe Paint* is one of those programs that you can't stop using once you've got the hang of it. It's very easy and almost anything you do will look good. But if you're already hooked on the program, (and you can afford it) it's well worth getting the new version. This is better than anything I've ever seen on the ST or the Mac. Me! I can't wait for *Deluxe Paint III*.



# DATTEL ELECTRONICS

## EXTERNAL 3.5" DISK DRIVE

- Slimline 1 Meg suitable for A500 or 1000
- Top quality NBO drive mechanism
- Throughport for Daisy chaining other drives
- Attractively styled ● Complete - No more to buy
- 12 months guarantee ● Fully compatible

**ONLY £114.99 POST FREE**  
ADD (£5 for next day Courier delivery).



## 512K RAM EXTENSION ● A500

- Available with/without calendar clock option
- Simply plugs internally into a A500 slot
- Fixed to minutes - no soldering etc
- With calendar/clock onboard time/date automatically booted
- Battery backed to retain time/date

**ONLY £79.99** FOR STANDARD 512K CARD OR  
**ONLY £89.99** FOR VERSION WITH CLOCK/CALENDAR

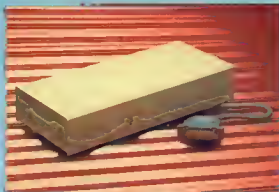


## MARAUDER II

- Quite simply the best disk copier available for the Amiga (all models)

- Superfast disk copier will copy almost any commercial disk
- Friendly user interface - Mouse driven throughout.
- Completely compatible with Amiga multitasking system
- Even decrypts many encoded programs including D.Print/Video/Print/Music/D etc
- Special 'Strategy Filter' cope with even the most advanced protection schemes
- Supports upto 5 drives simultaneously for multiple copies
- Regular updates available - we always ship the latest
- Fast operation - typically around 60 seconds
- USA's top selling copier

**ONLY £29.99 POST FREE**



## MIDIMASTER

- Full Midi Interface for A500/1000/1000 (Please state model)
- Compatible with most leading Midi packages (inc. D/Music)
- Midi In - Midi Out x 3 - Midi Thru
- Fully Opto Isolated
- No need to pay more - Full Midi standard

**ONLY £34.99**



## GRABBIT

- Grabbit is a transparent Screen Grabber program
- Always there - simple key operation
- Drives dozens of Printers
- Requires only 10K Ram
- A true productivity tool!
- Very quick operation - does not require screen to be during printing
- Free 'ANYTIME' program lets you update your own colour palette preferences

**ONLY £21.99 POST FREE**

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER . . . .

### BY PHONE



0782 273515  
24 hr Credit Card Line

### BY POST



Send cheques/P.O. made payable to: Datatel Electronics

### BY PRESTEL/FAX

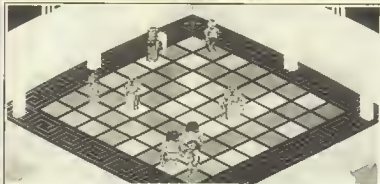
Personal Pages: # 055500050  
Fax Orders: 0782 264510

# DATTEL ELECTRONICS

UNITS 6/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE,  
FENTON, STOKE-ON-TRENT.

SALES ONLY  
0782 273515

TECHNICAL ONLY  
0782 202266



they can capture squares occupied by one of your opponents' characters. Before making your

challenge

Answering questions adds to the character's wisdom quotient. When

the board, all opponents having been wiped out in challenges.

In the one player version, you play against Zeus, king of the Gods, and the strongest "ai my" he can muster.

There are other details, but that's basically how the game is played, a sort of di'ights or helme meeting Trivial Pursuit in a classical setting. And very enjoyable it is too, though obviously playing with human opponents is a lot more fun and more satisfying than playing against the computer. The game plays works well, and gives the program an interesting strategic element.

Two thousand questions are supplied on the program disk in a multiple choice format. There is the odd spelling mistake in the answers, but I haven't spotted any that are ambiguous, or simply incorrect. There is also a question compiler

# POWERPLAY

**Amiga**

**Price:**

**£19.99**

There seems to be no let-up in the demand for trivia quiz style games, although all appear to need an additional hook or scenario to put the quiz element into some sort of context. *Powerplay* is presented, rather ingeniously, as a do-or-die battle of Greek Gods.

Explaining the game is probably more complicated than actually playing it. One to four players can take part, each taking the role of Apollo, Hermes, Hecate or Aphrodite. Each of these has four players, also characters from Greek mythology, on their "team".

The game is played on a board of eight by eight squares, coloured according to question topics: blue for general knowledge, red for sport and leisure, yellow for history, geography and green for science and technology.

Your characters move one square in any direction by answering a question successfully. The object is to manoeuvre the figures so that

move onto an enemy square, you and the opponent go through a quickfire question challenge to fight for the right to that square.

The challenges take place in one of three different scenarios: the top of Mount Olympus, the depths of Hades, or in Medusa's cave. Get three questions right—or answer them correctly before your opponent does—and you win the

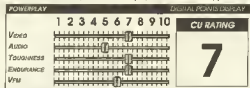
that reaches 25 points you may if you like, "mutate" that character into a higher grade player; there are four grades in all. Questions for higher grade characters become more difficult. Losses of challenges will either mutate back down a grade, or if they are of the lowest to start with, will be eliminated from the board. The winner is the last player to be left with any pieces on

facility which allows you to add questions of your own, an excellent feature.

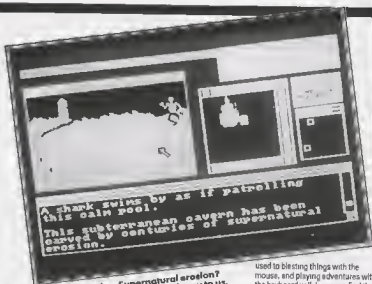
The presentation is of high standard, with a clear screen layout, and nicely differentiated individual characters. However, I confess to being slightly disappointed in the graphics—they're good, but they're not the good. Some very atmospheric sound effects though.

So long as your appetite for trivia hasn't been entirely jaded by now, *Powerplay* is well worth checking out for its freshness of approach.

**Christina Erskine**



**AMIGA**



**Amiga  
Mirrorsoft/  
Mindscape**

**Price:  
£29.99**

The latest in the Mindscape's Amiga adventures, follows on from the excellent *Deja Vu* and the pretty good *Uninvited*. In *Shadowgate* you find yourself taking on the role of the final generation of the 'Line of Kings', and your quest is to find and dispose of the Werlock Lord who, surprise surprise, is the cunningly evil villain in this game.

As you would expect, there is a reason for you to want to get rid of

**Supernatural erosion?  
Sounds a bit funny to us.**

Werlock, and it is that he has, in a manner not unlike the baddies in *Bad Men*, decided to take control of the world by bringing back to life something called the Titan of Behemoth, which the manual assures us is one of the deadliest creatures ever to trimp on this earth.

For anyone who has played either *Deja Vu* or *Uninvited*, the way of playing this game will immediately feel familiar. Those people more

used to blasting things with the mouse, and playing adventures with the keyboard will, however, find the user-interface that's the way you control your characters actions to

**What's in the sarcophagi mummy?**

inventory window to show what you are carrying, and an exits window to show any non-visible ways of getting out.

To take any actions in the game there is a menu system which allows

you and me) both novel and perfectly suited to the Amiga.

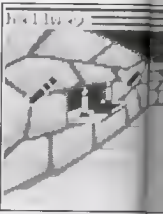
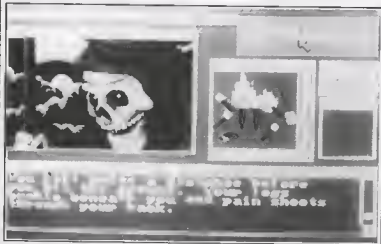
On screen at any one time there are six windows, each one giving you information vital to your quest. At the top left corner of your screen is the graphics window, showing your surroundings. As well as that there is a text window for written description of locations, an

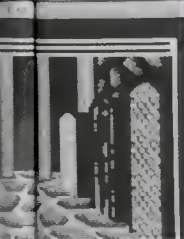
**The skull beneath the skin.**

you to choose one of eight suitable actions to take. They are, in no particular order: Examine, Open, Close, Speak, Operate, Go, Hit, and Consume.

The first thing you see when playing *Shadowgate* is a front door with a skull above it. It leads to a hall with two doors, both of which are firmly locked. As you wait in the hall, the torch you are carrying goes out and you are, to put it in plain English, bugged.

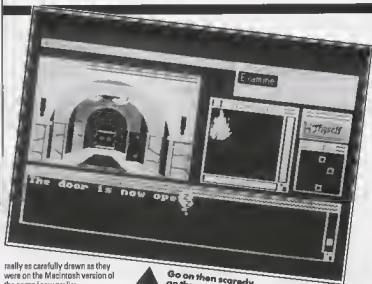
To get past this, you must tell the computer to attempt to move the





skull. This is done as follows: click the mouse on operate, then on the window called 'thysself' and then on the skull. That will then reveal what you need to get past the first problem. In essence what you are doing is telling the computer you want to move the skull.

As with both its predecessors, *Deja Vu* and *Unwired*, *Shadowgate*



really so carefully drawn as they were on the Macintosh version of the game I saw earlier.

What *Shadowgate* does have that *Deja Vu* did not is animation and

▲ Go on then scaredy, go through it.

# OWGATE

was originally programmed for the Macintosh, but Mindscape have perfected porting it to the Amiga, and the changes it has made to the graphics and in particular sound, mean the game does begin to use the Amiga's facilities.

Each room you enter has a different picture, ranging from basic dungeons to raging demons (the latter being accompanied by an impressive scream). Colour is used well, although the pictures are not

extensive use of sampled sound. The animation is fairly limited at the beginning of the game, to rats scuttling across the floor and eyes glinting at you menacingly, but later on it becomes a little more widespread.

The sound effects are surprisingly good. Screams, hysterical laughs, and creaking doors are just three of

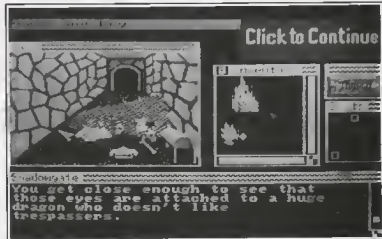
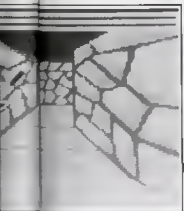
the multitude of impressive and atmospheric sounds that add a great deal to the game.

Overall *Shadowgate* is a pretty good game. To quote the advertisement currently running for it in the American press it is "a new way to give the ill-speakers the willies" (oo-ee sounds a bit rude!), and although I couldn't agree with that, it did provide a few hours harmless fun. Unfortunately, retailing as it does at £29.99 you have to either be very rich or very dedicated to buy it.

Ian J. Froggac

# MIGA

Follow that passage!



# THE ALLTIME GREATEST

10 Game

# COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.

10 GREAT GAMES FOR  
SPECTRUM  
48K

£9.99

## KIDSPRAY

THE BACK PACK COMPILATION

XENO (AMF Software)

DEACTIVATORS (Aristoloch)

NIGHT GUNNER (Digital Integration)

MAIRSPORT (Gargoyle Games)

MONTY ON THE RUN (Grendin Graphics)

BOUNTY BOB STRIKES BACK (US Gold)

MAILSTROM (Ocean Software)

STARSTRIKE (Readline)

LUNAR JETMAN (Ultimate Play the Game)

STARION (Melbourne House)

ALL PROCEEDS TO THE NSPCC & RSSPCC  
A FUN FILLED WAY  
TO HELP OTHERS  
IT'S KIDSPRAY

10 GREAT GAMES FOR  
CBM 64

£9.99

## KIDSPRAY

THE BACK PACK COMPILATION

XENO (AMF Software)

DEACTIVATORS (Aristoloch)

BOUNCES (Beyond Software)

MONTY ON THE RUN (Grendin Graphics)

ALL PROCEEDS TO THE NSPCC & RSSPCC

BARRY MCGUIGAN'S BOXING (Aristoloch)

BOUNTY BOB STRIKES BACK (US Gold)

STARION (Melbourne House)

SPINDZIZZY (Electric Dreams)

ELECTROGLIDE (English Software)

SKYFOX (Electronic Arts)

10 GREAT GAMES FOR  
AMSTRAD

£9.99

## KIDSPRAY

THE BACK PACK COMPILATION

XENO (AMF Software)

DEACTIVATORS (Aristoloch)

NIGHT GUNNER (Digital Integration)

TEMPEST (Electric Dreams)

MONTY ON THE RUN (Grendin Graphics)

KNIGHTSHIRE (Ultimate Play the Game)

NOMAD (Ocean Software)

MAIRSPORT (Gargoyle Games)

STARSTRIKE (Readline)

STARION (Melbourne House)

ALL PROCEEDS TO THE NSPCC & RSSPCC

YOU HAVE THE FUN...!  
THE NSPCC/RSSPCC  
HAVE THE PROCEEDS

BACK - Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC. BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPRAY thanks the magazine and the following companies for the generous donation of free services: CAMEL ADVERTISING, G & L SERVICES, ROMLEY STUDIOS, TRANSACT STUDIOS, PRE-PRESS SERVICES, CRYSTAL DESIGN, AMERSHAM STEEL SPLASH PRINTING CENTRE, LYNE PRINTERS, WILKINSON ARTISTS, PAUL CHERRY, D. J. ROWE and ENTER MEDIA.



# SUB BATTLE SIM

64/128

US Gold

Price:

£9.99/cass

£14.99/disk

Little over a year ago, if you went into your local software retailer and asked for a submarine simulator all you would get was a vacant look. Now here is a fair choice, most of which are of a high quality. *Sub Battle* is no exception.

*Sub Battle* is set over 14 periods covering the Second World War and allows you to play a number of different scenarios. Unless you choose to be an American then you start your command in 1938. When you take command of a submarine you are assigned one of several different types depending again on whose side you wish to play. You can either choose the training mission which involves sinking as many ships as possible then returning back to base in one piece. Then there's a single mission option which allows you to try out one of the sixty available missions at random. And finally there's the full war command, which takes you right from the start to the end of the war for your side.

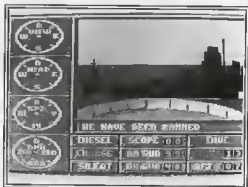
Some of the missions may include patrolling a set area for 10 days, destroying all the enemy shipping you can catch, then moving on to a different location and repeating the exercise. Or you might be asked to take urgent supplies to stranded troops in hostile countries.

The game design is very well executed. With a full map of the world showing your position, the enemy position and the location of your bases. The nearby area around you can be zoomed in on to give you a more accurate picture of what

you're up against. Around the bottom end sides of the screen are the various gauges showing speed, heading, depth, view, ammunition and so forth. You also have sonar and radar at your disposal to help you plot a successful course to your enemy. These are essential pieces of equipment, because if you choose a high difficulty level enemy craft will not be shown on the map and the first warning you get of any enemy approaching will be a message from one of the crew flashed up on the screen saying that they have a possible enemy contact.

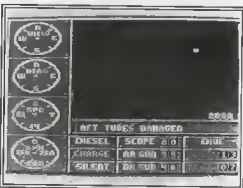
A handy feature on the low levels is an auto navigation device, useful for getting from a to b. Just enter your destination coordinates, cruising speed, and you'll be transported there in a matter of seconds. Far easier than messing about trying to circumnavigate any landmasses in your way. Another useful feature is the time compression key. Similar to a time acceleration key, you can have one second equal to 5 seconds, a half minute, ten minutes, or four hours which is useful for long missions.

When your boat goes to battle stations, you have several ways of viewing the scene. You can stand on the watch tower and issue your orders from there while on the surface of the ocean, or you can use your binoculars. If you think the enemy looks too overbearing you can submerge and use the classic phrase 'up periscope'. The problem with being under water though is you can only fire your torpedoes and not your deck or anti-aircraft guns. Each side has four different types of torpedoes and are issued according to whether they had been discovered at the time you chose to play, as some torpedoes are not in use until 1943. Each style has different ranges, and a different chance of being dud. This is where the Americans were at a disadvantage, their mk14 torpedo has a huge 62%



Woah! That cruiser's a little bit close.

The map showing your position.



chance of being dud.

The deck guns the subs are fitted with tend to have an average range of 12,000 feet, not much when you think guns aboard enemy ships can fire anywhere up to 54,000 feet! If a ship is getting too close for comfort and the deck guns are unloaded, and torpedoes are all spent, you can open up on it with the anti-aircraft guns, they fire fast enough to polish off a heavily damaged ship. As a last resort though, you could turn to ramming as an option. Or you could send out an SOS and abandon ship if the going gets really tough.

But never underestimate the enemy, if you're attacked by a convoy with an aircraft carrier, you are in big trouble. The first thing you notice will be black specks on the horizon, slowly coming clearer and

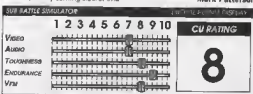
clearer. Armed with bombs and depth charges, you are in trouble.

Though dead ships sometimes prove a problem, if a sinking ship is in front of you, any ship behind is safe from your fire because you automatically target on the nearest thing to head on.

One problem I did find though was that sometimes the controls were sluggish in their response to urgent commands like crash dive. Not that I'm complaining about the fact I was equipped with torpedoes not issued until four years after my mission.

Apart from these small quips though, *Sub Battle* proved itself to be a very absorbing and comprehensive simulation with atmospheric sound effects and pretty good visuals.

Mark Patterson



**64/128**  
**Firebird**  
**Price: £1.99**

# BALL 2

**H**e bounces back! Hot on the heels of *Ball* comes the repeat showing, devastatingly good, just like the original.

This time you have your little ball bouncing through ancient labyrinths trying to find artifacts showing how the ancestors of the ball race lived. He has been chosen by the ball people's top archaeologists to search deep down in the dark caverns. Armed only with a puny little flame thrower, *Ball* takes the plunge underground to find how the ancients lived...

There are fifty underground mines. The entrance and exit from one cave to the next is locked. At the end of every five mines is a priceless artifact. The first being an ancient skull which resembles a sabre-tooth tiger rather than a ball. The caverns contain attacks of hazards which have to be overcome to reach the key and then the door to the next level. Boulders have to be pushed, removed or toppled, and you might just have to wait until a pile of rocks mysteriously vanishes. There might be a hidden exit or a useful object hidden underneath or it might start a chain reaction causes a whole load of rocks to come crashing down and make grief-stricken juice out of *Ball*. Other hazards to look out for are highly dangerous radioactive blocks which bounce slowly up and down and prove fatal to an under-cautious ball.

Sometimes the control of the ball can be very frustrating, especially when you try to bounce through a small gap.

Power stones are about the only really helpful items in the game. They give you weird powers or cause weirdish things to happen to the mutants. The mutants just happen to be there as you start your exploration. The power stones can either make you faster, bounce higher, or increase your firepower.

They can also slow the mutants down or make them totally inoperative. Smart bombs are also part of your rather basic armour,

and they too have to be dug out of the rocks.

I have to give full marks to *Firebird* on this one, it's as crucial as a pony in a microwave. It has stacks of addictiveness and playability, but differs from *Ball One* in that all the action takes place on a single static screen, whereas the first game

game. The sound is of the same standard as the first game, high quality and lots of it, with the computer blurring out comments whenever you collect an object.

A really great game and at a price which leaves you change for a penny sweet. So what are you waitin' for? Go gaddit!






Mark Patterson

didn't.

The graphics appear to have been toned down somewhat, and more resemble the Spectrum than a 64



▲  
 The ball with a stutter return!

EYE BALL II										DIGITAL POINTS DISPLAY	
1 2 3 4 5 6 7 8 9 10										CU RATING	
VIDEO										<div>9</div>	
AUDIO											
TOUGHNESS											
ENDURANCE											
VPM											

**CHEAPO**  
 of the month



**64/128**  
**Firebird**  
**Price: £1.99**

# RAINBOW DRAGON

**A** long, long, long time ago, in a land far, far, far away, lived creatures wonderful and generally weird beyond our comprehension. One such creature was the Asturias, a flying fire-breathing mythical dragon. Unfortunately, even with all his powers, one of these dragons has managed to get himself trapped in an underground temple.

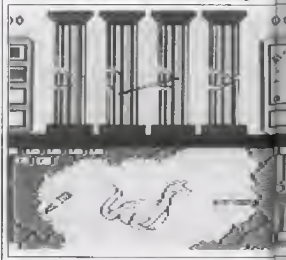
To escape, Asturias has to search, find and destroy ten magical chests as well as overcome various obstacles like falling rocks and blocked passages, not to mention force fields. The biggest hazard he faces, though, arises from the pillars supporting the temple roof, which are very old and are starting to crumble. The only way Asturias can overcome this problem is by using his magic on them. The four pillars are graphically represented at the top of the screen, and as time goes on ever-widening cracks appear in each of them. Some pillars crack more slowly than the others. The only way the lizard can stop them

from cracking is hall and bringing the temple roof down on his head is to cast a repair spell on them. This is done by activating the spell hall of the screen and moving his little wand on to the pillar that needs repairing the most. It is best not to repair pillars that are only slightly damaged because you have a limited amount of spell power.

Other spells include *detect magic*, which causes any magic on the screen to glow, *read magic*, which will read any messages or clues lying around, and finally, *dispel illusions*, which will cause anything that is not really there but is there to not be there anymore, so you can guide Asturias through there which is now here to the next level (what?? —Ed)

As you travel through the caverns of the temple, you will find exits blocked by force fields, guarding the way to the next level. These can only be deactivated when a problem is solved.

Clues to the problems are written on cave walls, and sometimes can



▲ Worra cute dragon, worra cute game.

**64/128**  
**Gremlin**  
**Price:**  
**£9.99/cass**  
**£14.99/disk**

# MASK II

**Y**es, they're back again, in another game at the core of the designer's money-spinning idea. And what an easy game it is: I have no objection to games that don't over-tax the mind, but MASK II is ridiculously simple. I managed to

complete all the scenarios within ten minutes of working out how to control the vehicles.

Apart from being insanely easy, MASK II is also incredibly repetitive, with the same baddies appearing in

each scene, and each scene featuring the same graphic style, and the same obstacles. And the different tasks to be accomplished? Simple: collect an object. Nothing more to it. Collect a ruby, collect a bomb, or collect a president.

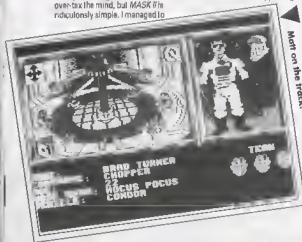
The text must have been written by an MP because it did a good job of convincing me that I was losing a good game. When I thought it had loaded I select my scenario and the team members I wanted with me, I hit the Go icon, and what do I find? MASK II loads in two long boring bits, without a loading screen.

VENOM have been once again, this time with plans even more fiendish than their previous fiendish plans. The first of these is to capture the President of the P.A.A. I decided to rescue the President before I tackled any of the other missions. To keep things nice and even I chose Matt Tracker and his gull-winged Thunder Hawk flying DeLorean, Dusty Hayes in his amphibious car

called Gator, and Alex Sector in the almost unstoppable Rhino. Juggernaut. Vroom, vroom and off we go. Oh dear, things are looking a bit like having to switch on the auto fire, what's that? Water? Better use Gator. A fifty foot cliff? No problem, just use Thunder Hawk. After two minutes of this I came to a 40 foot high effigy of Ronald Reagan, collected it and returned to the drop-off point. End of scenario. The same degree of ease goes for the lesser gun and oil crisis stories. And each time you complete a mission there's no reward, no sound, no congratulations, no pretty end screen, nothing.

It really looks as if MASK II's marketing managers couldn't care less about the quality of their product. Once a large number of people shell out their hard-earned, they'll be laughing. In this case it's the under-tens who are going to be suckers.

Mark Pattinson



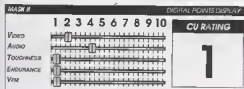
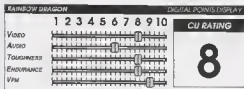
# AGON

only be found by activating a priori clue, or a chest. In the text it suggests that life would be easier if you light any torches you find on your journey. You light them by giving them a good strong blast with a fireball, but unfortunately they go out after only a few seconds. But the major problem me and Asturias encountered was to do with the caverns being small and him being fat and wimpy.

I don't quite understand the meaning of the rainbow bit in the title, I could not find a single rainbow in the whole of the game. But I did find some very nice graphics. Asturias is very well defined, very smooth and very well

animated, considering his size. The sound is up to scratch but does not extend to much beyond flapping noises and crashes.

*Rainbow Dragon* has got to be one of the best budget games I have played. It requires a lot of planning and a dash of luck when it comes to discovering hidden messages and illusions. I found myself getting more and more hooked each time I discovered a new message or new cavern. *Rainbow Dragon* is not a totally original concept, but it's one rarely seen nowadays. It reminds me of some of the old games which used to be available on the 64 about five years ago, except with a little more imagination. **Mark Patterson**



## FRUIT MACHINE SIMULATOR

**A**s a rule fruit machine games are usually fairly lousy. What could possibly be more boring than playing a basic fruit machine with nothing but "Holds" to amuse you, and no chance of winning anything at the end of it all. Code Masters have attempted to go one better than the rest of the fruit machine games by bringing out one that has all the realistic features of the fruit machines you would see today in the West End, rather than yesterday's machine parked in the local chippy.

The object for most people when they play a fruit machine is to win money, so what is the point of putting it on computers? Today's fruit machines have many different games, sub-games, and features, some of which could even be considered remotely interesting.

The Codemaster's 'Cash Bash' machine pays out with the two or three fruits in a row type stuff as does any other machine, but the major difference is that the symbols on the reels of the Cash Bash machine have numbers on them. Each unit of the numbers shown lights up one letter of the word CASH-BASH. If you fill up the word you are asked to choose a feature. But as anyone who has ever played a fruit machine will know, it's not so much choosing a feature as simply pressing the button at random because it flashes far too fast to judge.

The four features available to you are Nudge Pot, stop the nuddes on anything between one and fifteen nuddes, and then you can either auto nudge, gamble and nudge, or bank them and save them for a rainy day. Cash Bank: stop the flashing ten pence and earn yourself anything between 10p and £1 50. You may then gamble the cash

you've earned, but only as far as £1.50. Skill Climb: this gives you the chance to use your amazing reflexes to earn some dosh. You must time pressing fire so that the cursor lands on one of the coins shown, rather than on a 'lose' light. The Auto Win feature is considerably lousier than the other three, choose this and the reels automatically spin in to a winning position, and you receive a random amount.

This section is really what the machine is based around, although



there are many other sections. It has all the bog-standard fruit machine kinks such as hold, gamble, skill chance, mega-hold, and really most things you would expect to find on a genuine fruit machine.

So full marks then to Code Masters for authenticity, or whatever you want to call it. Nice scrolling reels, and some decent little tunes in there too. But even with all this stuff brilliantly executed, what has a fruit machine got that this hasn't? Money coming out of its tummy, which to me is the only redeeming quality of these otherwise boring machines. I strongly suggest that no-one tries to bring out a perfect copy of a fruit machine until fruit machines get more interesting.

**Ferdy Hamilton**

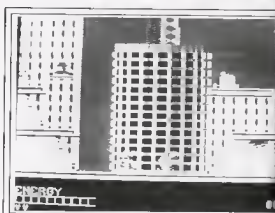


**64/128**  
**Imagine**  
**Price:**  
**£8.95/cass**  
**Price:**  
**£12.95/disk**

The heroine is back!  
*Psycho Soldier* is the sequel to *Athena*, reviewed a couple of issues back, and is yet another SNK coin-op conversion from Imagines. This time the Amazonian wonder-woman appears on-screen as a cute schoolgirl with a pony-tail,

her stride, long and languid carries her into the shadows... Or to put it another way, she gets her dumpy little pegs moving and trots into a familiar scrolling platform scenario borrowed from all those *Commando* games we stopped playing about a year ago. Though the screen display is a lot different from *Athena*, gameplay is in many ways similar. Our heroines scampers up, down and along the fore horizontal corridors, dodging or destroying the approaching alien hordes, and binging away at bunk walls whenever she gets the chance. These might hold valuable energy or additional bombs, or then again they might reveal nasty 'negative icons'... especially the dreaded mushroom! Don't say you haven't been warned.

There are apparently 30 scrolling screens of this stuff in each of the six stages of the game, and Athena's only got the woefully inadequate five lives in which to hop, skip and



▲ **Athena is back, bless her little pop sock.**

perverse her way through each of them. Just for good measure, at the end of each stage there's an

amassed. The occasional blue globe transforms her into an invulnerable fire-spewing dragon, and there's also a wild card extra life to be found on various levels.

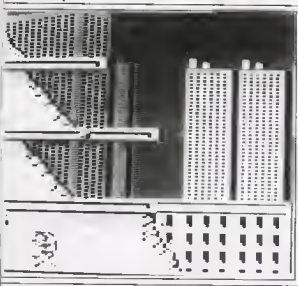
Perhaps these goodies were included at the expense of more mundane functions. The absence of a hi-score table is galling, and there's unfortunately no on-off toggle for the bland muzak. And I wish this bomb release wasn't activated by the space bar even

which is a considerable improvement over her debut as a midget with a baseball cap. Even so, any resemblance between this diminutive sprite and the sultry strong-thewed beauty depicted in Bob Wakselin's cover artwork is laughably absent.

Once more Athena has been whisked into 'the demon-infested hell of an oppressed world', and once more 'the mantle of saviour has been placed upon her. Stealing herself against the unknown terrors

# PSYCHO SOLDIER

Can this girly save an oppressed world?



innocent-looking apartment block which sprouts ferocious gargoyles. Athena's got to demolish this virtually stone by stone before she can reach the next stage. Not easy.

What prevents *Psycho Soldier* from being abysmally average is the wealth of hidden features, and trying to suss these out should have you guessing for a while. Bombs, for instance, possess differing distinctive power depending on the amount of energy that Athena has

when you're using a joystick.

There's snough in *Psycho Soldier* to keep you engrossed for an hour or two, and Imagines promises a surprise ending 'you can't afford to miss!' I reckon that you can afford to miss it, and for your pennies you'll probably find more addictive and absorbing entertainment elsewhere, rather than in this worthy but unexceptional performance based on a forgettable coin-op game.

Bill Scolding

PSYCHO SOLDIER										DIGITAL POINTS (PPM)	
1 2 3 4 5 6 7 8 9 10										CU RATING	
VIDEO										6	
AUDIO											
TOUGHNESS											
ENDURANCE											
VPM											



# TECHNICAL DEVELOPMENTS



## PERSONALISED STARTUP MESSAGE

- Replace the CBM 64/128 startup screen message, background, border & character colour with your own!
- Appears every time 64/128 is powered up & can be switched out!
- Fitted in minutes - no soldering usually required.
- Available for 64/128 (64 mode)
- Comes complete with 4 way kernel board
- Specify 64 or 128, character, border & background colour & your message up to 31 letters

Only £8.99

## TAPE HEAD ALIGNER

- Quick & Easy way to align heads
- Works on all C-type cassette decks
- Stops loading problems arising
- Free screwdriver & tape head cleaner

Only £5.99

## UNSTOPPABLE RESET CARTRIDGE

- Resets EVERY 64 game available
- Fits into cartridge port
- No soldering required!
- Adds pokes, cheats etc from 64 mega

Only £4.99

## TAPE/TAPE BACKUP BOARDS

- The ultimate tape duplicator
- No software needed!
- Requires access to two CBM type Datasets
- 100% successful
- Very easy to use
- Backs up EVERY tape game as it loads
- Best product of its type available

Only £8.99

## NEOS/MOUSE CONVERSION

- No need to unplug the mouse if keyboard is saved (i.e. load in program without unplugging the mouse!)
- Saves wear'n tear on joystick port
- The converted mouse can either be turned on or off!
- Comes complete with 2 way joystick splitter (2 inputs to one port)
- A must for any mouse users!
- Send mouse to us by RECORDED DELIVERY

Mouse conversion .....

Only £7.99



## COMPETITION PRO 5000

- Arcade quality joystick
- Super sensitive micro-switches
- Dual fire buttons
- One of the most robust joysticks available
- RATED 97% in ZZAP 64. Convinced!
- A highly rated joystick. Get yours while the price is right. ....

Normally £14.95

Only £10.99

## AUTOFIRE EXTENDER

- Gives autofire at the flick of a switch
- Deluxe version includes variable autofire speed & burst fire option
- All normal joystick functions fully retained
- Fits all joysticks
- Fitted with 3 metre joystick cable
- Simply plugs into joystick remaining and plugs into computer joystick port
- Works on 64/128/M5X/Atari VCS & 8 bit/Atari ST/Spectrum/Amiga/Amstrad etc

Normal version Only £5.99

Deluxe Version Only £6.99

## BARGAIN BOX

(watch this each month!)

- Disk Notcher (use 2 disk sides) £4.99
- 4 Way Kernel Board £7.99
- Tape head cleaning cassette £0.99
- Tape head cleaner/demagnetiser £2.99
- Quickshot II Autofire Joystick £8.99
- CBM 64/128 type datasette £23.99
- 25 Blank hi-quality C15 tapes £9.99
- Tape rack. Holds 96 cassettes £7.99
- 2 way aerial splitter £1.99
- 3 metre joystick extension lead £4.99
- Mains operated tape head demagnetiser (vastly increases high frequency of datasette makes loading reliable) £5.99



## FOUR WAY TRAILING SOCKETS

- Takes up to 4 plugs
- Mains indicator light & fused
- Fitted with 3 metre cable & sleeved
- 13 amp plug for added safety
- Keeps all those plugs neatly tidy
- If longer cable is required add 75p per extra metre & state how many metres the cable will be ....

Only £8.99

## DISK SECTION

- High quality 5.25/3.5 disks at amazing prices
- All disks 100% tested & error free
- No quibble replacement guarantee
- Labels, write protect tabs & sleeves included
- Special offer - buy 25 disks or more and get a 100 size disk box at an amazing price. See below for more details
- Quite simply the best deal on disks available. Provide proof if it isn't!
- Prices include VAT & postage. NO HIDDEN EXTRAS! (UK ONLY)
- European orders add 10% to total cost of disks to cover postage, outside Europe 20%
- For specific disk quantity prices (i.e. 73 disks) please write or phone for a quote (Include SAE)

### BLANK 5.25 disks

QUANTITY	10	25	50	100	500
DS/DD 96 tpi	£6	£13	£21	£37	£180
with disk box	£13	£20	£27	£42	2free

### BLANK 3.5 disks (Amiga/ST etc disks)

QUANTITY	10	25	50	100	500
DS/DD tpi	£11	£25	£48	£95	£430
with disk box	£18	£32	£54	£100	2free



## DISK BOXES

- Attractive smoked perspex disk boxes
- Each box holds 100 disks (60 if 3")
- Removable rigid index separators
- Available for 3.5 or 5.25 disks
- Lockable with 2 keys supplied
- Extremely robust & anti static

Only £8.99

## HOW TO ORDER ....

### BY POST ....

All prices include VAT & FREE POSTAGE (UK ONLY)  
Next day delivery add £3 extra to total order  
Payment: - by Cash, Cheques/PO's made payable to: TECHNICAL DEVELOPMENTS

### OVERSEAS ORDERING ....

PAYMENT: Bank draft or in pounds sterling only

Europe	£2.00
Outside Europe	£3.00
Express delivery	£2.00
+ Postage Charge	

## TECHNICAL DEVELOPMENTS

17 West View, East Bowling, Bradford,  
West Yorkshire BD4 7ER England  
Telephone 0274 734678

Trade enquires welcome. E. & O.E.  
Export enquiries welcome

# MORPHEUS



require number of orbitals, thus forcing the nucleus to shut down.

You start with a basic ship, armed with a single, orbital and alien destroying laser. Extra equipment can be bought and bolted onto the ship -- provided you have sufficient funds and the ship's hull is large enough to support any additions. Points, and more importantly money are earned by shooting aliens and completing levels.

There are two types of equipment available: Weapons and Systems. The weaponry ranges from multi-directional, rapid fire laser guns to intelligent smart bombs and remote droids which can be controlled independently of the ship. On the Systems front there are shields, tracking devices, movement to energy converters, solar cells, and a host of other nifty hi tech gadgetry. However, the equipment takes time to build, so you have to survive in space long enough to collect anything you've paid for in advance. This results in many tense moments, especially when your energy level is low and you're on the brink of death, fighting for survival.

The basic ship isn't capable of carrying any other weapons and can only support one extra system. So you have to buy one of the three larger hulls -- the largest capable of carrying four weapons and seven systems.

Being able to modify the ship in this way is one of Morpheus's most appealing aspects. The feeling of power is unmatched by your ship.

**Going shopping.**   
Mmm, Morpheus  
Converters always come in handy.

The smallest ship, about to launch from its base.

**64/128  
Rainbird  
Grafgold**

**Price:  
£14.95 (cass)  
£17.95 (disk)**

**A** After nine months of intensive design and programming, followed by a three month legal tug o' war, Andrew Braybrook's long awaited follow-up to *Alien Kat* finally sees the light of day. The reason for this lengthy gestation period is that Morpheus is far more involved than previous Rainbird offerings -- it's much more than a run-of-the-mill blaster, which is why a hefty manual forms an integral part of the package.

The objective is to shut down the 50 levels of the Morpheus universe, and ultimately destroy Morpheus himself. Each level comprises a nucleus surrounded by an arrangement of orbitals, with alien patrolling the vicinity. A level is completed by destroying the

gates bigger and bigger and more and more powerful. And you certainly need the equipment. As time passes, the aliens become more intelligent, and more aggressive with it. They also gradually become immune to older weaponry, which causes no end of problems when wounded aliens start spewing bullets everywhere. Fortunately, as the technology improves with time, so does the service, and it doesn't take too long to build other equipment.

The aim is to build the best ship possible before you take on Morpheus on level 50. However, by Timeslip 50 (roughly 100 minutes of play) no new equipment is produced, so you have to buy old stock, and by Timeslip 60 you simply can't buy any more weapons or systems. So, speed is of the



PLAYER 1 MORPHEUS  
6268 6268 6

3. COMMISSION



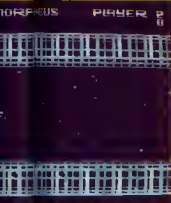
UNIT 124 AT 5000





A bigger ship shoots an orbital, while chases around.

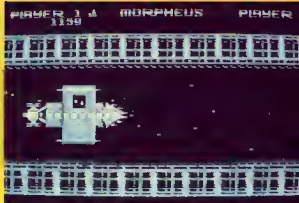
And remember, son... be careful out there!



sequence, it's not wise to hang around on the earlier levels for long, as when you get to the later levels the aliens prove far more formidable.

*Morpheus* is not a game which can be mastered in one easy sitting. It takes time to familiarise yourself with the inertial control mode and the unique playing environment, in particular the aliens and their many characteristics. The action varies from quiet and ominous to very hectic and nerve-racking, and the feeling of being there, in the thick of it all, is ever present. All the usual Braybrook polish is present, too, with a pleasant attract sequence and the ubiquitous plethora of options. Steve Turner's sound effects are first class, with an atmospheric heartbeat sound during play, and a piercing scream when the nucleus explodes, defeat and shuts down the level.

*Morpheus* reeks of quality and the professionalism. Andrew Braybrook has excelled himself and produced his most playable and involved game to date. My only criticism is the lack of a load and game save facility — it's quite disheartening to build up a decent ship only to make one small mistake and lose everything. Still, there's a chance that the disk version at least may support this option.



It would be all too easy to overlook *Morpheus* and deem it as just another few plays. Its many subtleties are what make *Morpheus* so absorbing, and put it in the same class as such timeless classics as *Elite*, *Mercenary* and *The Sentinel*.

While it may well fail to appeal to shoot 'em up fans who like their action a little less subtle and more immediate, *Morpheus* will certainly attract those who get hooked for many months to come.

Gary Penn

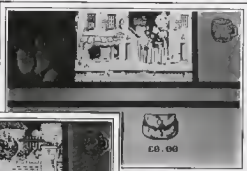


While Andy Capp ambles along his Tyneside bandit streets, a lone French biker is battling it out amongst the crumbling slums of the metropolis, hunting for the parts of his dismembered hopper (bike, that is).

Infogames' *Sidewalk* is, like Mirrorsoft's *Andy Capp*, a comic-strip arcade adventure with a bit of mugging thrown in for good measure, where 90 per cent of the action takes place on the streets, and where success depends, as always, on being in the right place at the right time, doing and saying the right things.

The graphics, however, couldn't be more different. The punks, heavies and hippies of *Sidewalk* are grotesque — the men sport immense phallic noses, leering grins and baleful eyes; the women stagger beneath the weight of mammaries the size of Rocky Ford catalogues, capped with nipples like big cherries. It's the violent, escapist style of the underground comic, where Fritz the Cat meets Gilbert

**64/128**  
**Infogames**  
**Price:**  
**£9.95/cass**  
**£14.95/disk**



▲ **Cruisin' for a bruise!**  
along the sidewalk.

◀ **Duffed up by a rotter**  
outside the phone box.

# SIDEWALK

Shelton's Fabulous Furry Freaks.

Both characters and the seedy scenery are highly detailed in monochrome — often so detailed that it's tricky to make them out, as in the portrait of the chain-wielding gang members. Fortunately, too, most of the graphics are static, with only a small window for animation sandwiched between the pictures of the characters found at each location.

We see our 'hero' striding past corner shops, bars, graffiti-spattered walls and motorbikes. And we soon get to see some urban violence when he takes on individual thugs in a very disappointing combat sequence.

The playing area is minuscule: a dozen or so locations linked by junctions. Yet moving through them is haphazard, and though there seemed to be some logical route from one street to another, finding it often defeated me.

The object of this frantic exploration is simple enough. The lone dude with the dangling proboscis has got until 7.30pm to find and assemble all the pieces of his stolen motorbike, and buy two tickets to the Band Aid concert that he's taking his top-heavy girlfriend. She'll split with some bloke called John if he fails to get on his bike in time.

Equipped with a digital watch and a purse (purse?!!) containing £50, he searches the scenery for hidden bike parts and the like, and attempts to persuade any thugs he encounters to part with any other bits in their possession. Below the screen are icons which allow you to choose the most appropriate action

— ask questions, resort to violence or run for cover.

It's not always advisable to attack the thugs (who've all got macho names like Snake and Sumo). If your character loses, they'll grab any cash and bike parts that he's collected, as well as his watch, which means he'll have to foolishly ask every passer-by for the time. In any case, carefully and meekly talking to them will often reveal useful info.

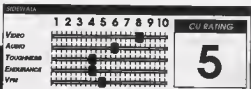
The skill lies in performing the actions in the correct sequence, and in doing so you'll find that parts of the scenery will unlock, allowing your bike to meet the mechanic, the million-toning punkette, or the stoned Germaine. And every time you

attack a gang-member you'll have to visit the bar to top up your energy with booze — another similarity with the permanently equifly *Andy Capp*.

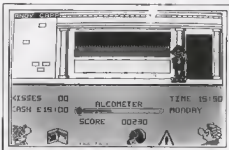
There's a lot in *Sidewalk* which will attract gamers — the unusual graphics, the relatively successful mix of logical puzzles and beat 'em up action — but it's a main failing that it's too easy by half. I reckon that a couple of evenings' play will have the game completed, and that's just not good enough for a full-priced game.

Worst of all is the boasting on the inlay that 'for each copy of *Sidewalk* sold Infogames will donate at least 15p to the Band Aid trust'. Big deal, it's a particularly warped sense of priority which tempts us to spend 10 quid on a game so that 1.5 per cent of it can be sent to starving Africans. You'll feel a hell of a lot better if you forget *Sidewalk* and send a tenner to Band Aid instead.

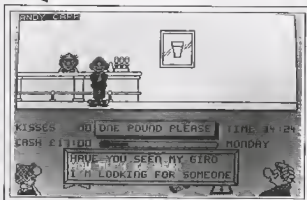
Bill Scolding



# ANDY CAPP



Andy poses outside the local.



64/128

Mirrorsoft

Price:

£9.95/cass

£14.95/disk

For 30 years now that lovable layabout Andy Capp has been ducking and diving, scrounging and skiving, propping up the bar and dispensing wisdom to Mirror readers and admires the world over.

And now Andy's starring in a computer game and the programmers have succeeded in producing an animated cartoon character who is exactly like the original. After years of unspeakable cartoon conversations, from Quickliva's Rintstones to Melbourne House's Artenx, the software industry has finally coughed up a comic-strip character who wouldn't be instantly disowned by his creator.

Certainly the style of Reg Smyth's drawings — the simple line backgrounds, the clear sharp detail and the limited range of actions which Andy and his mates perform — is ideal for transferring to the computer screen, and the programming team (Blitter Animations) have thankfully

avoided any attempt to add colour to the stark black and white images. Andy, Flo, Chalkie and the rest stroll through a monochrome world of terraced back streets, corner shops, brick walls and lamposts.

At the start of play we find Andy in his living room, uncharacteristically wide awake at six in the morning. He's also uncharacteristically got eight quid in his pocket. The game inlay tells us that Flo is waiting for Andy's dole cheque — which has unaccountably gone missing — and she threatens to be off to her mother's if it doesn't turn up.

And so Andy ambles off, hands in pockets, to see if he can scrounge a few readies and locate the wayward girl. A row of icons below the animation screen allow him to buy things, speak to other characters, duff them over, and examine and use any items collected along the way. Andy's also got a battery of devastating kisses to resort to in times of crisis. If he blows one at an approaching bobby the latter will be so stunned he'll stop dead in his tracks.

Though the playing area is only 80

screens or so, the number of cameras and similar scenery will have Andy going round in circles if he just follows his nose. Once the streets are mapped, Andy will be able to take the shortest routes between the newsagents and the bookies, the Town Hall and the dole office, popping in for a quick (a) en route.

Play soon boils down to the usual trial-and-error technique, as you get Andy endlessly trudging the pavements, bumping into the wrong people, asking the wrong questions, and at night at pubs, shops and council offices just after they've closed. Things you might try include getting a loan off an unbelievably gullible newsagent, buying the Racing Times and placing a bet on the tip for Wednesday's races. This will be rewarded with the bookie handing over Andy's rent-book, and with this (and 20 quid) Andy can pay his arrears at the Town Hall.

Things to be avoided are any confrontations with Flo, the police or the rent collector. Though Andy might resort to fistfights in sticky situations — and even pick up some cash in the process — sooner or

later he'll get imprisoned.

At all times it's essential to keep Andy's alcohol level topped up, so you've got to sup his rambling so that he can take a few minutes during opening time, and if necessary, buy a lake-out. Enough beer, and six hours' kip every day, will get you through what is, on the whole, a reasonably typical week in the life of Andy Capp.

Except there's one thing missing. Humour. There's not one laugh in the game, as far as I can see. The closest thing you get to a joke is a smart-ass one-liner from the woman in the dole office.

Despite all the fancy trimmings — near-perfect graphics and animation, the Howie advert brass band music — what Mirrorsoft is serving up here is yet another tired explore-and-collect game. Mildly challenging and frequently tedious, Andy Capp is about as funny as being trapped in a lift with Gyles Brandrath.

Pursue Flo' for some dosh.

Best get one in before last orders.



ANDY CAPP										E.N. RATING	
1 2 3 4 5 6 7 8 9 10										CU RATING	
VIDEO										6	
AUDIO											
TOUGHNESS											
ENDURANCE											
VSU											

Bill Scolding



# Evesham Micsos

Now you don't have to put up with an old fashioned looking computer. Fill this smart & modern looking new case to your trusty '64 and it will feel like you are using a brand new computer.

- Lower key height
- Modern styling
- Easy to fit

This high quality injection moulded case really will transform your '64, so why put up with an old fashioned image. Order one now.

"...Filling the case is simply itself and should present no problem to anyone with even a rudimentary knowledge of how to hold and use a screwdriver."

YOUR COMMODORE

**THE SLIMLINE '64**

ONLY  
**£19.95**

**THE STAR LC-10**  
The NEW No. 1 CBM ready printer

**Selected Products**

**DISK NOTCHER** Doubles your disk capacity, allows you to easily & accurately cut & remove extra protect holes. £4.95

**POWER PACK** Replacement power pack to suit 64. £24.95

**AZIMATE 1908** Check and adjust CBM cassette head wiggers. Easy to use. £6.95

**MOTHERBOARD** 4 slot with 4 slot all in one with case straight through 64 pin slots. 16 pin slots. £28.00

**RETEC SUPERGRAPHIX** The best graphics interface for 64/128. 8K buffer, expandable. £69.95

**DATA RECORDER** CBM compatible type. Same performance as 88 CBM1531 but cheaper and with pause. £24.95

**1541C DISK DRIVE** We will tell you one but why not buy an excellent, less money and many advantages. £189.95

We have a good stock of Commodore related equipment. If you don't see what you want please give us a call.

## AMIGA 500

In stock now! £499.00  
Price includes Deluxe 5.1 inch Disk Drive, 100K RAM, 100K floppy disk, Philips CM88333 stereo monitor to suit A500... £279.00  
(Price includes cable to suit)  
Free 24hr Support Line. £79.95

## Disks Boxes

28 thick packed 5.25 inch disks with sleeves, zip tabs and labels. Good quality & fully guaranteed. £13.95

25 disks + 5mm Disks on some plus 50 capacity locking box. £22.95

28 disks + box & previous offer but with 100 capacity locking box. A very popular offer. £24.95

50 capacity box. High quality 5.25 inch disks. 100 capacity locking box. £13.95

A fabulous new printer from Star that offers even more features than the much praised NL-10 that it replaces. Available as a Commodore ready printer for 64/128 users or as standard parallel version for Amiga owners. Supplied with all cables, ready to operate, just state the model of computer with your order.

- SPECIAL - 2 extra ribbons FREE with LC-10**
- ◆ Tractor & friction
  - ◆ Auto s. sheet feed
  - ◆ Front panel selection of most modes
  - ◆ 4 (yes 4) NLQ fonts
  - ◆ Paper packing (use single sheets without removing tractor)
  - ◆ Double & quad height characters

**£199.00**

**SPECIAL OFFER: PRICE NOW INCLUDES DOLPHIN COPY**

# DOLPHIN DOS

**THE EFFECT IS STAGGERING.**

The established standard parallel operating system for the 64/128 and 1541 disk drive. Now in use with most of the top software houses including Grandt, Software Projects, Taitex, GRL, Elights, Supra, etc., etc. as well as many of the top independent software programmers. The speed and efficiency is incredible, who would believe that the humble 1541 could load 202 blocks in less than 8 secs. It is compatible with the majority of commercial software and can be switched on when necessary. One of the real features of using this system is to use it with the likes of Expert and Superbase to speed up the normal loading and the subsequent files. It is important to point out that this is achieved using standard CBM disk format and not a special system, therefore you can still use your existing disks.

**INSTALLATION**  
Fitting involves fitting two sub assembly boards one in the 64/128 and one in the 1541. Normally these slip a plug in but some disks need a small amount of soldering.

ONLY  
**£69.95**

## EXTRAS AVAILABLE

- User port expansion card £14.99
- Kernel for 726 ch 128 mode £6.95
- Second drive assembly £46.99
- Dolphin Copy (selection of copiers includes very powerful model: extra fast expanded and selective list) £7.99

## SOME OF THE FEATURES

- LOAD speed 28K normal (PRG)
- SAVE speed 32K normal (PRG)
- LOAD speed 32K normal (SEQ)
- LOAD/SAVE 32K normal (SEQ)
- Easy & fast DOS commands
- Format 40 tracks (748 blocks)
- Monitor built in
- LOADs 202 blocks in 5 secs
- Enhanced screen editor
- Drives electronic printer
- Extra BASIC commands
- Can be switched out



# FOR SPEED, POWER AN ALIASE OF LIFE FREEZE MACHINE

- **Freeze...**  
Totally unapproachable Freeze!  
Saves 16 to 128K in 30 seconds. Nothing else can match this.
- **Multi-Load...**  
Needload routines handles many games at this rate. With the safety disk, you need.
- **Fast Format...**  
To make your disks to about 10 seconds.
- **File Copier...**  
Built to last, regular handles up to 100 files in one go and to really easy to use.
- **Two Fastloads...**  
A second disk loads at 5.7 times normal. FAST! The amazing thing is at 30 seconds per disk.
- **Game Killer...**  
Instantly kills any running game. To death in 10 seconds.
- **Independent...**  
Free, produces speed, also handles the rest in as little as 10 seconds.
- **Ease of use...**  
Always a thing to look at, now with more substance.



**CHILLS THE REST!**

"...far outstrips the opposition on both price and performance ..."

Commodore Review

"...the most exciting and lightning fast I have ever used..."

4 Commodore Computing International

## Why Freeze Machine?

This is the latest and most effective backup cartridge from Evesham Micros, the originators. It's speed of operation is the staggering feature. Imagine being able to SAVE & reload your favourite games in less than 10 seconds and no more than 10. No other 'device' can remotely match these figures. Join our 'Freeze Machine' and see it perform. If you don't agree that it is the most formidable cartridge available return it within your statutory 28 days for full refund - we are that confident.

ONLY

**£28.95**

## UPGRADES

MkI, II, III, IIB... £19.95  
MKIV... £7.95  
Lazer... £2.00

**FREEZE  
MACHINE  
Strikes Back**

## Freeze Machine Utility Disk V3.0

Latest version of the disk that complements the use of the Freeze Machine. Includes all the latest updates. Allows the complete transfer of all many programs that load active parts as the game progresses. The new disk includes a backup routine, includes many of the latest popular titles like Last Ninja 2, Gunguis, plus many 'standards' like World Games & Superstars. Every useful addition to your Freeze Machine.

Upgrade: £2.00

ONLY £7.95

## DOUBLER

The tape backup device

Sell selling well, years after it's initial appearance. Surely it must be the most effective product of its type. Consists of hardware and software and uses a clever method, controlled by the software that allows you to make perfect backups of your tape software. Uses two CBM type data recorders.

- Easy to use
- Good results
- Proven design

**£12.95**

## 1541 Exam

Is your 1541 suffering from...  
**ALIGNMENT PROBLEMS**

If so then this is the package for you. Contains digital alignment disk and drive fault diagnosis software that allows you to both check and correct head alignment and speed.

- Checks alignment
- Checks speed
- Detailed instructions
- Includes quiet stops

**£39.95**

## Disc Disector V5.0

Our popular disk backup/utility package includes a wide range of powerful and useful programs. The 'nibblers' can produce backups of most protected software. Includes many parameters for the most difficult to copy software.

- Evesham 3 & 6 minute nibblers
- Many parameters
- Dual drive nibbler
- Selective menu maker
- Disk orderly
- Unsearch
- Disk rescue
- Discmon
- Etc, etc.

The whole package is easy to use and menu driven. Works with with 128 or 64 mode.

**£19.95**

## 1541 QUIET STOPS

Woodpecker trouble? Silence your 1541 now (not suitable for turn lever type drives)

- Easy to fit
- Detailed instructions
- Does two drives
- Prevents mis-alignment

**£4.95**

## GEOS

Full range of Berkeley Software GEOS products for the C4 & 128 at the best prices.

GEOS 64	£24.95
GEOSFILE	£24.95
GEOSCALC	£24.95
GEODEX/DESKPACK	£21.95
GEOWRITE WORKSHOP	£24.95
FONTPACK ONE	£16.95
GEOSPELL	£16.95
GEOPUBLISH	£32.95
GEOS 128	£32.95
GEOWRITE WORKSHOP 128	£32.95

## IconTroller

By Suncom, the keyboard mounted cursor controller, a nifty little stick that attaches to your keyboard. Perfect for icon driven software like GEOS.

Only **£11.95**

All prices VAT/delivery inclusive. Next day delivery £5.00 extra.

## How to order

Send cheque P.O. or ACCESS VISA details  
Phone with ACCESS VISA details  
Govt. orders & P.O. orders welcome  
Same day despatch wherever possible  
Calibre welcome, open 8 days 9.30-4.30  
All orders subject to availability, E.O.E.  
TEL: 03324 FAX: 0346 765544

## Evesham Micros

63 BRIDGE STREET

EVESHAM

WORCS WR11 4SF

Tel: (0386) 765500

ALSO AT: 1756 PERSHORE RD., COTTERIDGE, BIRMINGHAM, B30 3BH. TEL 021 456 8564



## Brit' rule

● In case he happens to be reading this mag I would just like to say this to the writer of the letter in last month's issue about a so called Anti-American feeling.

What you were saying was total crap. British games are of a very high standard (usually) and you think that all of the reviewers in CU are so bad why do you buy the mag in the first place?

Now I've got that off my chest I'd like to say well done Mr Penn for some good reviews in the January ish.

Now for those who took part in the great Smardis Top debate I've another question why do BIC pens have a hole half way up?

Rik Living  
Nr Bristol

Gary thanks you very much.

"Thanks Rik" he says. As for BIC pens Mel Smith and Gryff Rhys Jones have that answer, but let's face it? Who uses them these days anyway.

## Covers

● I have been buying Commodore User for many months now and I would like to congratulate you on the quality of your covers and pull-out posters. They are of outstanding quality and extremely detailed and colourful.

In my view it is very important for a magazine to have a decent cover. It catches the eye of anyone browsing and encourages them to take it down off the shelf for a look.

My favourites being the Roadrunner and Combat School cover.

So whoever's responsible for creating these drawings, keep up the good work.

Jonathan Layzell  
Ilminster,  
Somerset

We like to keep our cover artwork to a high standard by using top artists. You'll note this month we have Rogue Trooper artist Brett Ewins working for us.

## Spoilt kids

● I am writing to air my views on the Kidsplay compilation. It will no doubt sell in vast quantities, but the question is, why? Will it be because of it's quality? No. The answer is simply because the proceeds are going to charity. All at the fault of the greedy software houses. Let me explain.

Firstly there is English Software, Melbourne House, Beyond and ANF software, who gave nil games to the compilation. They do this because it won't effect sales outside the compilation and won't lose any money.

Next, US Gold, Electronic Arts, Electric Dreams, Anissoft and Activision, they gave old games for the same reason that it won't effect outside sales. And so it the software houses are not gaining money they certainly aren't losing any!

If software houses continue to do this people will no longer buy charity compilations, so please buy your ideas up!  
Dennis Barnfield  
Northumberland  
This is of course one side of the coin (op.) Remember the software houses were under no obligation to give anything, perhaps someone in the accused businesses would like to respond to this blast.

## Wisdom

● Did you know that CU and Wisdom Cnckel Monthly come out on the same day every month? For about 2 years I have always anxiously read Wisdom first from cover to cover hoping that one month I would discover

that Gloucestershire had signed up Javed Maindard to lead us to glory. CU has always been thrown in the corner for a week to be resurrected on many occasions the day after I had lashed out a tenner on High Street software which had been reviewed as '2 OVERALL' in the current magazine. My new year's resolution is to reverse my reading habits to avoid double disappointments. From 1988 onwards it's WISDOM BEFORE WISDOM.

M.E. Heasman  
Cheltenham

## Torture

● Here's another letter to Mike Pattenden (- Again? JM). In the December issue a Thomas Brekk wrote about some ways to punish Nick 'Why do you call him 'Double dealer'?' Kelly. In my opinion he would get off too easy, so I've sent this letter to give you some hps on punishment. You might try it out to see it has the desired effect.

The umbrella trick. First you bend back the neck of the victim, Then you tie an umbrella and stick it down the throat. You now open the umbrella! (Whilst it's still in the throat). Don't bother if the victim makes a lot of strange and ugly sounds, they're supposed to.

The light-bulb trick. You use any normal light-bulb you have, and if you want to you can fill it with acid, garlic or termites. The next step is to force the victim to swallow the bulb. This is easily achieved by pointing a gun or walking round them in shiny leather boots, holding a red-hot iron and screaming. When you've made it that far, kick him/her in the stomach.

The Fat Wrestler trick. The most simple. You hire a fat, snarling wrestler to jump on the victim's more sensitive body parts as eyes, tongue, brain and belly. — Simple but very

entertaining.

By the way of the road, Mike, do you hate Nick's dog? You wrote that you wanted it dead! Does it chew on your joystick cable and pee on your wordprocessor? Or are you one of those guys who hates animals and assassinate them in dark alleys?

Anonymous  
Sweden

What a strange person you are. MP hates dogs because they make him sneeze.

## Bobble's brill

● What can I say? Your mag just gets better! Not only do we get more great posters (more Jerry Paris please!), the best arcades column in the world (yay Nick, you're the best) Hotshots, which is undoubtedly the best column anywhere. We also get personalities (ie someone who is rather famous) in each mag. I must admit I've never heard of Tony Cottle before (whoops! Here goes my chance of star letter) but Bobble Bubble was, and still is my all time favourite game. Thank you, Firebird for the brilliant conversion.

I do have a complaint, however, about the letters complaining about the complaining letters. Really huge, keep on printing them, I love seeing idiots being slapped off, especially bigots. My other complaint concerns your competitions, it takes all British mags a long time to get here and by that time the comp's finished ages ago. There are just like the satisfaction of simply entering.

Remember the picture you had Mr Paris draw for the Boobarian (copyright Mike 'I kill myself sometimes' Pattenden) review a number of months back? Well could he do more of these drawings in the review pages?

E.C.C.A  
Sydney,  
Australia

Watch out for Bobble Bobble in the Amiga. Sorry no Jerry Paris Illustrations in the pipeline.

## Blind owl

● What really niggles me is the fact that certain reviewers are unable merely to pass comments upon software, be it constructive or otherwise without trailing

readers to a dose of their oh so funny and remarkably mature wit, gosh they're so trendy and incredibly streetwise god bless them! I bet they are a real boon at parties and other social gatherings.

Good old Ferdy made a really well-researched comment in his "review" of Gary Lineker's Superstar Soccer when he mentioned the "long hard pointless boot towards the goal in true Sheff Wed fashion", and

then proceeded to name the teams whom in his opinion play neat little balls

I would like to remind "Donkey" that the "pointless boot" recently stuffed Q.P.R. 3 goals to 1, the pointless boot have knocked West Ham out of the cup for two successive seasons, on the trot, once at Upton Park, not to mention league victories. As for Bristol City, where did the player who is doing all their goal scoring come

from?? Crikey, the team who use, the long pointless boot. Come to think of it where did QPR's leading scorer for the last few seasons come from. can you remember Donkey old mate???

I would like to ask Mr Hamilton if he watches Wednesday on a regular basis and if, as I suspect, the answer is no. how he can come out with such a derogatory statement about a football team he can see at the most four times a year?

No doubt Ferdy will offer a really profound statement about DPR's and Wednesday's league positions, but I've got a crisp hard earned tenner that says the Ows finish above QPR and West Ham at the end of this season. How about it "Donkey"?

Incidentally the recent comic feature was disgusting and should never have been printed, I am sure you will be aware of the strip to which I refer, this garbage is no doubt bought by weak minded youngsters who think that anything that uses bad language is incredibly trendy. I'm sure that you will agree (will you?) that this is not so and I hal stuff like this should not be given exposure in a quality mag such as CU. Up the Qws  
N. Smith  
Ghesterfield

complain about things like that. A good example is how a few readers took your drink chart seriously  
Glenn Twiddle  
Ipswich

## Poster claim

● In your December issue, you advertised your forthcoming January issue (you know, the one with the free poster.) The one paragraph boasted a spectacular gift if anyone spotted the CU crew in the tree poster. Well, I spotted Mike Pattenden in the bottom left-hand corner. In the Septa Afterburner cabinet there is a skeleton. These rotten human remains must belong to Holshots who has been playing his personal laves for so long that he's wasted away. Therefore, I claim my prize  
Neal Hudson  
Sutton Coldfield

That wasn't Holshots in the Afterburner cabinet, it was the ghost of Eugene Lecay.

## Coin-op

● Please could you tell me how much a coin-op is like *Gunfight*, *Afterburner*, *Out Run* etc. And where do you get them from and if you cannot buy them can you rent one? I am asking this because I want one plus I'll be the envy of all my males.  
David Greenwood  
Tadmorden  
Lancs

You can buy coin-ops, but be warned they are quite pretty expensive. Afterburner is the most expensive yet. It'll set you back a cool £10,000. Have you got that kind of dosh? Of course there are cheaper ones and you can even get them second-hand from distributors or through adverts in the arcade trade mags. You're still taking hundreds of quid.

## Complainant

● I am one of millions of Australian C.U. fans I just received your October issue on the 18th of December.  
By the way why didn't you come to Australia when you did your arcade mag?  
Do you know how stupid all of your readers sound when they





# INTO THE VALLEY

BY KEITH CAMPBELL

## DEJA VU

Mindscape/  
Mirrorsoft  
64/128  
Price: £14.95/  
disk  
Amiga  
Price: £29.95

▼ In the washroom,  
feeling rough.



*Deja Vu* is a most unusual adventure, driven almost exclusively by joystick. Nevertheless, it is a text adventure, not an arcade adventure! Let me explain.

The screen consists of three main windows. The graphics window shows a pictorial representation of the current location. A window below it conveys the text narrative, plus any messages in response to commands like EXAMINE. The inventory window, to the right, is used to deposit

objects shown in the graphics window that have been TAKEN.

Above these windows is a collection of verb boxes, and below the inventory window is an exits window.

Control is effected through an arrow which can be moved and superimposed over any part of the screen, by means of the joystick. Amiga users will be familiar with this GEM-type system, but it is likely that C-64 owners will not. Once the arrow is positioned, the fire button is used to



▼ Who killed him, not you, or was it?



issue that command.

For example, to take an object that is displayed in the picture, the arrow is placed over it, and the button held down. The joystick is then moved to 'drag' the object into the inventory window, and releasing the fire button 'drops' the object into the inventory. No words are used at all.

To issue a 'real' command, a verb from one of the verb boxes is pointed to with the arrow, and the fire button clicked. It is then linked with an object to the main picture, or perhaps, the inventory. So to unlock a door, OPERATE is selected as the verb, then KEY in the inventory is clicked-on, followed by the door to be unlocked in the picture.

There are OPEN windows, too. If you OPEN the coat, a little coat window springs up over part of the picture, showing the contents of its pockets. If there are too many objects to display, the scroll boxes can be used to scroll down through the contents. Taking this one stage further, you may decide to open a wallet found in the coat, and so you will now have two 'open' windows at the same time.

The plot is that of a mystery thriller.

subtle and varied type.

I played the C-64 version, and one or two quibbles in the way it operated caused a little frustration. The arrow moves smoothly enough across the screen, but its speed varies depending upon where it is. It is therefore difficult to exercise a fine control, and placing the arrow accurately in a small area takes some doing. Double clicking on exits usually takes you through them without having to resort to the GO soon, but often I found I had to give the button two or three more clicks to get myself moving.

The high Graphics rating reflects the cleverly laid out screen and system of controls and boxes, rather than stagnantly artistic pictures. The Playability rating takes account of the lack of fine control over the arrow. These ratings, and comments on the operation of the game, refer to the C-64 version. Play should be significantly superior on the Amiga version.

For something different, *Deja Vu* is worth trying, and in any event, makes a worthwhile adventure.

GRAPHICS	9
PLAYABILITY	7
PURPLEABILITY	7
OVERALL	7

# INTO THE VALLEY

BY KEITH CAMPBELL

## VENOM

**Mastertronic**  
**64/128**  
**Price: £1.99**

Adventures always seem to come in ruts. If there's one new Indiana game released, it's a good bet that it's one of a pair. This month sees two icon-driven joystick adventures. But *Mindcape's Dyea Vu* is one thing, while *Venom*, from Mastertronic, cannot even be described as a poor man's budget alternative.

Here's the screen layout. From top left to bottom, location picture top left (and nothing to write home about), then a right-to-left single-line scrolling 'commentary' (for want of a better description); selected word display below that; followed by about five lines of text right across the bottom. To the top right is a two-column set of verb icons, and below that, a set of character icons.

It seems that whoever wrote the program, realised at the last minute that not all the necessary verbs

would fit on the list, and so it is split into two blocks separated by a SCROLL icon. Each of the displayed verbs can be selected, but operating the SCROLL icon toggles the lower block over to an alternative set replaced by selecting a SCROLL icon, that separates the two blocks.

Commands are entered by moving a highlight around with the joystick to select a verb. The highlight then moves into either the characters present window, or the main text window, for selection of the object. There is no control over any element in the picture.

The joystick does not give very fine control over movement of the highlight, and most of the time I found I was overshooting my target word. Just when I thought I had mastered the controls, and decided to drink that glass of ale the landlord of the Dancing Drayman was carrying, I found that the game was, after all, virtually unplayable.

GULP is the word I chose, and promisingly the moving banner announced 'consume consume consume' endlessly. But for some

obscure reason, GOLD was written into the hand below, and all sign of the highlight cursor disappeared. After a few minutes furious button-pressing, I finally wrested control back from the computer, but still remain doubtful as to how I did it.

The plot is one of those 'overtrow the evil one' sagas, in a boringly timeless setting somewhere between the days of Greek mythology and the Middle Ages. If you buy the game and want to read up the background, then make sure you have a magnifying glass, as unlike the lot of 'other

great Mastertronic games... on the back page of the info, the actual instructions are eyestrain-destroying minutes. But who cares about instructions, when there's all those other great Mastertronic games to read about...

GRAPHICS:	5
PLAYABILITY:	4
PUZZLEABILITY:	5
OVERALL:	7

# FOOTBALL FRENZY

**Alternative Software**  
**64/128**  
**Price:**  
**£1.99 cass**

With *Overwatch Rangers* due to play in the cup final in three days time, the team are in fine fettle and raring to go.

"What could possibly go wrong?" asks the relay.

What indeed? As manager, I could find very little to worry about, save a pile of bills dumped on my office desk by my secretary. Funny thing, that — you have to go through my office to get to hers. I thought it was always supposed to be the other way round.

Confusing things, offices, especially when you have to go west to leave through an east exit. Still, some sort of explanation will turn up later in the game, I'll be bound.

I read through the bills and discovered that one of them was for the Electricity Company! (The shape of things to come, or just wishful thinking on the part of the pre-provisioner author?). So I and a wanderer around town. The bank manager was out so I couldn't get a loan to pay the bills. Perhaps I didn't even need one? Returning to the ground, and having little else to do, I decided to position one of the players in Saturday's big

match, grabbed a ball and strolled out onto the pitch to kick it around.

"You haven't time to mess about like that", chided the program.

Not to worry, life goes on, and no problems are presenting themselves. What can go wrong? (I didn't know at the start, and I'm still none the wiser now. The instructions give nothing away save the vocabulary.)

Here we have a budget adventure that looks decidedly GAC'ed. Some locations have graphics but many pictures are clones. I can't say that I was particularly motivated to hang about and wait for something to happen, for nothing about the game particularly grabbed me.

But then, this is the last review for this month and out of the corner of my eye I can see *Border Zone* on the shelf, lined up for the next issue.

GRAPHICS:	5
PLAYABILITY:	4
PUZZLEABILITY:	4
OVERALL:	6





# MICROMUD

**Virgin Games/  
Mosaic  
64/128  
Price: n/a**

Micromud is a single user simulation of MUD, the famous Multi-User Dungeon, which originally ran on the Essex University computer. MUD is available commercially nowadays, along with other multi-user adventures, notably Mircroner's Shades. To play these, you need communications software and a modem for your own particular computer, plus a telephone socket within easy reach of your setup, and of course, an ID and password enabling you to get into the appropriate system.

Ignoring the capital outlay for the necessary hardware, to play one of these games is fairly expensive. There's the annual subscription, the charge levied for time connected to the game, possibly a charge for time connected to the system on which the game runs, and the telephone call charges, usually at local rate, appropriate to the time of day.

Whilst with careful use of the system, by logging in during off-peak hours, this need not cost too much, the careless or addicted user can run up some frightening bills. And it is easy to get addicted.

If addiction sets in, it is ongoing, for unlike a conventional adventure, there is no real 'ending' to a multi-user adventure — there can't be, by its very nature. Typically, eight or ten players can join in each session, and there may be a number of simultaneous sessions running to accommodate the demand at any given time. Points are scored by collecting and depositing treasure in a designated place, by fighting and winning, and by carrying out certain special tasks. An object can only be possessed by one player, or 'persons' at a time, and once deposited, a treasure ceases to be available.

Time it becomes necessary for the game to be reset every so often, typically more frequently than hourly, and the dungeon starts afresh. Only the points score and other characteristics of the players are retained, so most of the fun and enjoyment is gained from the interaction with other persons. You can speak to them within the game, help them, or fight them, so playing becomes more a

fantasy existence than a head-bashing adventure.

The objective in all this is to increase one's point score to become a Wizard, or Arch Wizard, and then a whole new dimension opens up. For Wizards have special powers — they can invoke all sorts of powers over the other players. Effectively, they police the game, and can throw players off the system for using bad language, for example. Their powers range from changing rooms around, to pointing the Finger Of Death at someone deemed to be a real bad-dude.

A bad-dude is classed as someone who goes around killing indiscriminately — that is bad for the viability of the game, since every time you are killed your point score reduces. If you have reached a very high status after many hours of play, being reduced to a novice may make you give up playing. There is a paradox here, in that points are awarded for successful attack!

What has all this to do with Micromud? Because Micromud is such a realistic simulation of the real MUD, it is necessary to get an understanding of the workings of a true multi-user game.

The 'other players' in Micromud are effectively intelligent mobiles or computer generated characters who respond in a way approaching the real five players in MUD. Ten of these, from a possible selection of one hundred, will join you in the game.

The game is played in real time, and the moves move around in the same way as you, just as in the real thing, when you enter your location, you get a message like **CLARE THE NECRONANCESS HAS JUST ARRIVED**. And if Clare reaches the Woodman's Hut before you, chances are she'll make off with the very are you were after. Before long she may well be asking for your help — and perhaps your score will benefit if you are able to give it.

As in MUD, treasures must be dropped in the swamp to register points and increase the player's status. If you like magic you'll find a whole range of spells at your command, and over 400 rooms to practice them in. In all, the game boasts over 250 objects, and over 800 words understood by the intelligent mobiles.

Micromud was developed by Jon Smart and Paul McCracken on a BBC micro with a second processor, with only 64 owners in mind — then are

simply not enough two processor BBC systems around to make the original commercially viable. However, with the recent growth in the 16-bit market, it is just possible that Amiga owners will get their own version eventually.

Playing Micromud feels extremely like playing the real thing, and it's a whole lot cheaper. One thing, though

— you will never get to meet the other participants, as you might at, say, a Shades' meet. That could just be another adventure...

GRAPHICS:	2/10
PLAYABILITY:	8
PUZZLEABILITY:	7
OVERALL:	7

# CAMPBELL'S COMMENT

When Activision came to the rescue of Infocom, sifting out the financial disaster out of its adventures like a PC database product known as Connections, adventures' initial reaction was one of concern. The takeover was seen as likely to be detrimental to the quality of Infocom products, with pressure to introduce graphics, and perhaps, to 'popularise' their games in other ways. Popularising would, of course, mean appealing to the lowest common denominator.

However, to the contrary, things actually started improving. Infocom titles were a lot easier to find and to buy. Vests from the Infocom team to Activision in the UK afforded adventure columnists the opportunity to meet them, interview them, and thus to bring their readers closer to what had, until then, been a rather remote company.

But then it happened! Our worst fears, it seems, albeit in a different form, were justified after all. Activision decided to clear its warehouse of Infocom stock, dumping it on retailers at a fraction of its real worth. Nice if you managed to pick up a bargain (and quite a few did) but a bargain unlikely to be repeated, for these titles are now destined to stay out of stock. Not so nice for the people who didn't, and not so nice for the future of Infocom adventures.

"Why did they do that?" asks the open-mouthed reader. A rumour echoing round the Valley suggests that SOMEONE had failed to meet his target turnover figure for the quarter, and panicked into picking up a few more hundred pounds by shifting something at any cost. And guess what? The best games in the warehouse were the first to go!

The most appalling thing is that it shows a complete lack of understanding of the adventure market.

Slow-moving stock these packages may have been. But adventures last, and last, and last. People buy the new 16-bit computers, owners of disk drives for the first time, perhaps, will want a copy of Zork — written some six or seven years ago. But there's not one single arcade game around that could boast a record like that! But really, for the time being at least, Zork is just (one of) the titles that are no longer available in ANY format in the UK.

A letter from Valley reader John Clayton this month relates a dialogue he had with Mastertronic, about Kentville. "They seemed surprised that the game should still be one sale anywhere, claiming that it is a very old game," he wrote.

One can only assume that some of the bog boys in the games software industry just do not understand that adventures are the classics, not the pope, of computer games. They may not sell millions overnight, but neither do they date so quickly, because in them does not waste overnight. Perhaps arcade-house persons (especially those short of their largest) should read a few adventure volumes, particularly the Helpfiles, and learn just how much continuing interest there is in a wide range of some very old games.



# INTO THE VALLEY

BY KEITH CAMPBELL

## RESCUE

IT'S ALWAYS GRATIFYING to receive help in response to problems that are mentioned in the Valley. It means that even if we couldn't answer you directly when you first wrote, eventually you get the clue you need, thanks to the helpful nature of other *Commodore User* readers. So don't hesitate to let us know if you are in trouble, and keep the clues rolling in as well.

This month we have Mr R. Smith, of Milton Keynes to thank for more than one useful tip. In *Shadows Of Mordor*, says Mr. Smith, a lot of people seem to be making the mistake of building the raft in the same place as they

found the logs. Wrong! This is not the way to do it. As Sam, you should drag the logs to the edge of the swamp one at a time, and then make the raft. Using the pole, you can then POLE RAFT SOUTH. But, adds Mr. Smith, you will have to make two journeys, as the raft will only carry two people at a time.

Another explanation of a vexing problem, concerns the use of the wedge, in *Quest For The Holy Grail*. Don't drop it at the castle door, just carry it when you want to enter," he explains. "It is safe to drop the wedge outside the castle... but don't carry it past the three-headed knight or he

### COLOUR OF MAGIC:

If you talk to the guard he will tell you where Twoflower is. Free him, but WAIT when you confront the baddies.

### NEVERENDING STORY:

To open the create deer, SAY PLEASE.

### FRANKENSTEIN:

Can't get out? Take a seat and wait!

### RING OF POWER:

Water the bean seed to climb the cliff.

### MASTER OF THE UNIVERSE:

Examine the atove, and examine the posts.

### NECRIS DOOM:

Mandroid killing:

Reception 3 — push caskets

Reception 8 — make magnet with cell, cell and bar

Reception 10 — hit water pipe with axe

Reception 11 — throw mandroid into refuse unit

China 1 — open oil drum and shoot at-lan gun at pool of oil

Altrics 7 — Fill helmet with acid and throw at mandroid

It is the bleeper that draws you into the matter inversion chamber.

### JINXTER:

One squeaky runner alerts another. Water expands when frozen.

will take it from you and eat it!" More clues from Mr Smith appear in the clues section.

Now here's a puzzle concerning *Keylith*. David May of Hinxton, has the Essence of The necessary to kill Keylith, but he can't get into the space ship. Whenever he uses the Amp chamber to go to the ship, he gets the message: "There's no air in this section of Klorax, you cannot breathe!" And he promptly dies! What's he doing wrong?

Talking of *Keylith*, among my Christmas cards this year was an extremely welcome one from Ann and Stefan Ulzowid. "More power to your elbow for the only decent adventure column left in existence..." wrote Ann. You've got me blushing now, Ann, but no doubt I'll get over it when I've shown your letter to the new boss, and squeaked an extra grand a month out of him.

Ann and Stefan expressed their mortification at not getting to be at the

ADREN Adventure's 8th (see Campbell's Comment, December C7). Sorry about that. Next time you're on — but only on condition that in the meantime you've written a follow-on to *Nebel Planet* and *Keylith*, both well-loved adventures simply crying out for a successor!

Enough pleasures! Down to more serious stuff. And what could be more serious than someone stuck in an adventure for which Valley Rescue can offer no service? Goblin Towers is the game, and Philip Geisinger the name. Philip is by a hook at the cliff edge, without a rope. Coo-ee!

Kai Arve Maren of Oslo Airdal in Norway, knows there is a secret in his bedroom, but can't get at it. Anyone else with bedroom problems? (Three hours detention playing NAPM, NAPM you at the back!) Look under *Masters Of The Universe* in the clues section.

Finally, thanks to John Clayton of Ampney Crucis, for his detailed help with *Necris Dome*.

# N ews

## INFOCOM SCHEDULES

Amiga owners will have to wait a bit longer for latest releases of Infocom games. Activision's policy is now to release IBM PC and Commodore 64 versions first, followed by Amiga later. The Amiga versions of the two "BZ"s — *Beyond Zork* and *Border Zone*, should be appearing during March.

Meanwhile, Infocom adventures have dropped in price. For 'normal' interactive fiction, C-64 disks, previously £24.99, will retail at £19.99, whilst Amiga titles will drop from £29.99 to £24.99.



# THE NEW CU BINDER!



improve your environment! Don't leave your CU's scattered over the bedroom floor. Get a binder and keep 'em nice and neat. If you don't you might just bump into this lot in a dark alley one night and they just might want to know why you didn't take their advice.

-----

Please Send Me \_\_\_\_\_ Binders at £4.95 each including postage and packing

I enclose a cheque/postal order for £ \_\_\_\_\_

Please debit my Access/Visa Account Number \_\_\_\_\_

Amount £ \_\_\_\_\_ Expiry Date \_\_\_\_\_

Signed \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

Please make cheques payable to EMAP Business & Computer Publications Ltd.

Allow 28 days for delivery. Return to:

COMMODORE USER Binder Offer, 14 Holkham Road, Orton Southgate,  
Peterborough PE2 0UF



# NEBULUS

Well, here it is. The definitive, detailed and down-right delicious low-down on how to complete one of the most innovative and addictive games of 1987, courtesy of *Nebulus* aficionado, Gary Penn.

## Tower One: The Tower Of Eyes

Go through the tunnel entrance to your right, then run under the eye as it moves upwards. Get on the lift and go up and through the tunnel. Walk right and go up on the lift. If you perform the above quickly enough, the spinning alien should just miss you.

Don't worry about the grey bubble — it won't touch you. Go up on the lift to the right, then turn and shoot the two flashing blocks. Walk left and shoot the bouncing bubble. Click the steps and walk under the eye as it moves up. Go through the tunnel and shoot the bubble to your right as soon as you appear on the other side. Use the lift to the right, then walk left and fall when the bubble bounces away from you. Shoot the bubble and walk under the eye as it moves up. Walk left and fall through the disappearing platforms onto the lift. Make a mental note of the position of the grey bubble above, before you fall onto the lift, and imagine its movement so you can time your ascent.

When you think the bubble's moving to the right, go up on the lift. This way you should avoid being knocked down.

Jump the platform immediately to your right — it disappears if you tread on it. Now walk right, go through the tunnel entrance and use the elevator to your left when you appear on the other side of the tower. Go up, through the tunnel to your left, then enter the tunnel to your left when you appear on the other side. That's the first tower completed! Con.

## Tower Two: The Realm Of Robots

Jump the two gaps to the left, then go up on the lift. As soon as the sphere moves down, jump it. Go through the tunnel and run under the sphere as it moves up. Keep climbing the steps — don't stop now — to avoid the sphere which appears near the top. Go up on the lift and through the tunnel to the left. Jump the red sphere as it moves down, then go up on the lift. You can wait for a spinning alien to knock you down so you can walk under the sphere, but you lose two technique points if you do so.

Walk left and under the sphere as it moves up. Go forward; the platforms to the right of this alien push you in the opposite direction. Walk down the steps and go up on the lift when you reach it.

Go through the tunnel to your left, then go up on the lift to your left when you reappear on the other side. The two spheres at the top of this tower can prove difficult to avoid. As soon as the first sphere moves right and pasters over your head, walk left, up the steps, and don't stop until you reach a safe spot between steps (two adjacent platforms).

Wait for the next sphere to move right, then climb the steps until you reach the platform just below and to the right of the exit at the top. You see, the platform above the lift disappears, so wait until the sphere pops around the corner before falling onto the lift. Now go up and through the door to finish the level.

## General Tips

The spinning aliens make a regular appearance (unless there are four aliens already on screen). Anticipate their arrival so you can avoid them with ease. The best technique is to stand by a tunnel entrance when a spinning alien appears. When enter the tunnel when the alien is almost upon you. As the tower revolves, the alien will fly harmlessly by.

You may or may not realize, but you don't have to be precisely positioned to go through the tunnels or to use a lift. So, you can enter a tunnel or move a lift with only a foot in or on it. A useful thing to know in a tight situation.

## Technique And Extra Bonuses

A maximum of 100 Technique bonus points are awarded if you get to the top of the tower without getting knocked down. Two bonus points are lost each time you get hit, so be careful out there. Extras are given for shooting the bubbles and the flashing blocks. Now nice.

**by Gary Penn**

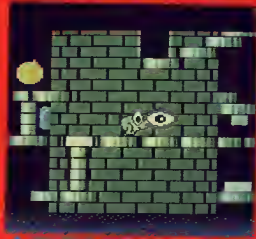
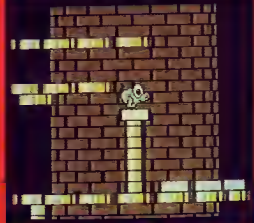


Illustration of the game Nebulus and its creator, Gary Penn. The game is available on the Commodore 64, Amiga, and Atari ST.



### Tower Three: The Trap Of Tricks

Walk left and shoot the bubble. Go through the first tunnel you meet, then get on the lift and move up past the yellow bubble, onto the level above it. Walk right and wait for the spinning alien to appear. Let it hit you as you are launched down onto the level below. Shoot the bubble, then keep walking right until the platform disappears beneath you.

Get on the lift and go up. Walk left, then go through the tunnel as you fall down on the other side. Go up on the lift, then walk left under the alien and go up on the lift if nothing's coming. Fall left and wait for the alien to move right and pass above you. Now walk left. Shoot the blocks, then walk left and fall down onto the lift.

Go up and through the tunnel, then immediately walk left and go through the door. Walk left and get on the lift. Go up and into the tunnel to finish this level.

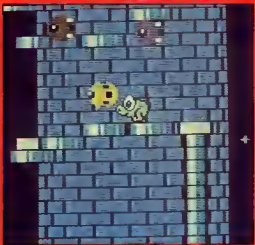
### Tower Four: The Slippery Slide

Walk right, up the steps, and jump the alien when they move down. Go up on the lift and shoot the flashing block to the right. Walk left, shoot one of the blocks, then allow yourself to get pushed back by the slippery platform before walking left again and shooting the other block. NB: don't forget to step medium left when you fire, otherwise you'll jump.

Walk left and climb on the lift as quickly as possible. Now, you can either wait for the spinning alien to appear before moving up, or, you can go up and enter the tunnel to the left when the spinning alien gets near.

Having gone through the tunnel, walk left and jump the middle platform (otherwise it dis-

▲ Tower Six: Ooooh, a tricky bit. Go. Page. Go!



appear). Follow the route round to the left, then go up on the lift. Walk left and go through the tunnel. Walk under the alien on the other side and shoot the top block. Now go through the tunnel. Yove right when you appear on the other side and shoot the top block. Now go through the tunnel to the left and shoot the bubble when you reappear.

Walk left and shoot the other flashing block, then walk right, back through the tunnel and up the steps. Fall onto the lift and go up. Shoot the bubble. Walk right and go up on the lift when the alien moves left. This prevents it getting trapped to the right, which is unhelpful. Wait until the alien moves left again, then fall left onto the platform below. Walk right and jump the gap (this may require several attempts to get it right).

Go through the tunnel and climb the steps to the left. Wait for the left-hand alien to start

moving up just after the nearest alien moves up, then climb the steps without stopping. Errs, actually, stop when you reach a flat bit comprising three platforms. Jump the middle platform (it disappears), and then climb the step and shoot the bubble immediately. Now walk onto the lift and go up. Walk and fall right when the bubbles bounce right (bubbles: they do tend to bounce off each other, and one might just bounce back straight into you). Shoot both bubbles and walk right. DON'T step on the 'lower' of disappearing platforms — jump it, then walk right. Wait for a spinning alien to come along and knock you as to the level below, then walk right and get on the lift. Go up, walk left and go through the tunnel and... you've done the fourth tower!

### Tower Five: The Broken Path

Here's where the going gets tough — and you get going. Use the lift to the right to move up one level. Walk up to the eye, as your nose actually touches it. When it moves up, run under it and jump the platform immediately to the right (it must be said that this is not easy). Shoot the flashing block to the right, then fall down onto the lift. Go up, climb the steps and go through the tunnel.

Wait until the eye is about to pass over your head, then climb the step and go up on the lift. Incidentally, you can actually climb the first two steps without getting hit by the eye.

Jump left (watch out for the eye coming round. You've got just enough time to make two jumps once it's passed over your head). Fall left, onto the nearest platform — it will disappear. Shoot the flashing blocks to your left. Right, here's a nice little tip: go up on the lift and get braced down when you hit your head on the platform higher up. Why? 'Cos it makes the bubble below disappear, and thus it's easier to get back up.

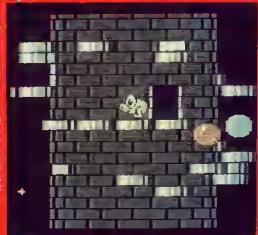
Get back to the point where you shot the blocks, only this time fall onto the left-hand platform — it will disappear — then go up on the lift. Walk left and jump the gap. Jump the first eye as it moves down, then shoot the block to your left. Jump right, back over the eye, then fall right, onto the lift below.

Go up, jump left when the lift steps (don't jump right, the platform disappears), then walk under the eye. Fall onto the lift and go up. Walk left and wait for a spinning alien to come along and knock you down. It's a spinning alien doesn't make an appearance, jump right, fall to the level below and jump the gap to the left.

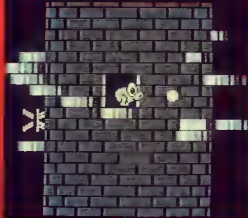
Climb the steps when the eye goes away, then fall left. Walk

▲ Tower Seven: The four lifts at the top of the tower. Page goes the first lift to make good his escape.

▲ Tower Eight: But which of the three exits is genuine?







under the eye and **jump** onto the BR. When the coast is clear, go up and through the tunnel. Climb the steps to the right, under the eye, and go through the fourth tunnel. When you reappear, climb right, under the eye (watch out, it sometimes hits another eye and moves down even faster than it should), and go through the third tunnel. Wait for the eye circling the tower to the left, then follow it (if the eye refuses to move left, head for the lift to the left as soon as the eye passes over your head). Be quick now, or you'll find yourself knocked down. Anyway, go up on the lift and walk left. Shoot the two baddies before walking under the eyes when they move up. Go up on the lift and through the tunnel to your left, and you've conquered the fifth tower. Nice! So, my son.

## Tower Six: Swimmer's Delight

Walk right and go up on the lift, then walk right and jump the gap. Walk under the spheres where the nearest one goes up and the furthest goes down. Turn left and walk under the sphere as it moves up. Shoot the flashing block, then walk right until you reach the lift. Go up and shoot the block to your right (move to the edge of the lift to do this.) Walk left, under the sphere, then jump right. Go up on the lift and shoot the block to your right. Get back onto the lift and go down. Walk right and fall under the sphere as it moves up. Now go up on the lift, then walk right and fall onto the lift below.

Be up, walk left onto the lift, then go up again. Walk right, up the steps, and go through the first tunnel you meet. Walk left and jump up the steps. Keep the sphere and go through the tunnel. When you reappear, go up on the lift to the left, then jump right

**Jump from this platform onto the end platform and fall through the black block below.**



onto the tower of disappearing platforms. When all the platforms have disappeared, go up on the left-hand lift. Walk right and shoot the block. Turn around, get back onto the lift and go down.

Go up on the right-hand lift, then walk right. Go up on the lift, walk right and go up on the next lift. Now you have to walk under the three spheres to your left. This isn't easy. Wait for the nearest sphere to go up as the middle sphere goes up and the middle sphere goes down. Now make a break for it. It this doesn't work, keep trying. Go up on the lift. Now here comes the really tricky bit...

Jump the sphere when it moves down (this requires practice or luck — or both), then jump up the steps — **BUT DON'T STOP 'TIL YOU REACH THE TOP!** Enter the tunnel. Crispin! You've finished the sixth tower.

## Tower Seven: The Nasty One

Climb the steps to your right and fall through the disappearing platform onto the lift below. Wait

for the alien to move left, then move up, once. Walk right and fall through the disappearing platform. Jump right, off the lift below the block, then walk left and fall through the disappearing platform onto the lift. Go up as high as possible on the lowest lift and shoot the block to the left.

Walk right, all the way around (watch out for the alien) and go up on the lift. Go up on the lift to the right and get onto the next lift to the right. Go up, walk right, and wait for the alien to move up so you can walk under it. Wait on the platform to the right of the alien moving up and down. Now, the lower platform all disappears, so you have to jump them as you walk right around to the other side of the tower. It's best to wait

and use the first lift to go up. Walk left onto the lift, then jump and through the tunnel to finish the seventh tower. Hoorah.

## The Eight: The Edge Of Doom

Dear, the last tower. The final frontier. Actually, it's not as difficult to conquer as the previous level (hangs sigh of relief). OK, here we go...

Wait for the four aliens to bounce off the bottom platforms TWICE, then run for all you're worth underneath them. Go up on the first lift and walk left. Go through the tunnel and walk left when you reappear. Oh yes, stop before you reach the last platform. Don't read on it, it disappears. What you have to do is jump onto it from the second platform from the right. Go that? out the platform onto the end platform. The one next to that one.

You should now be standing on a block. Jump right, turn left and shoot the block. Fall left onto the lift below, then go up, walk left and go through the tunnel. Walk right, up the steps, and jump right until you reach a lift. Go up and jump left, over the alien which have just appeared, until you reach a lift. Shoot the block to your left, then go up, and through the tunnel.

Jump left, twice, and go through the tunnel. Walk right and shoot the block. Jump left, onto the lift, and go up. Jump left, then walk left onto the tower of disappearing platforms. Go up on the lift once the platforms have disappeared, then go up again. Walk left and shoot the block, then walk right, around the tower, and fall through the gap onto the lift (watch out for the alien).

Go up, walk right and fall down. Walk left, then turn right and shoot the block. Get onto the lift and go up. Walk left under the alien as they move up, then go through the tunnel. Shoot the block to the right, then walk left until you can't walk any further. Fall onto the platform to the left, then jump left, twice. Shoot the block. Get knocked down (or jump back to the lift), then make your way back to the lift you have just 'freed'. Go up on the lift ... and pick a tunnel. Yes, only one of the four tunnels is the exit. And I'm not going to tell you which one ...

Oh, alright — it's the third from the right.



# HUNTER'S MOON

**C**ontinuing our series of hints and tips by the people who brought you the games, we asked Martin Walker, the man that stepped into the programming hat seat at Thalamus, to give us his very own player's guide to *Hunter's Moon*.

## ENGINES

When first starting the game, experiment with the available engines. I've watched quite a few people play *Hunter's Moon* and then seem to be a fairly even split of preferences. I like Cruise mode as you can cruise forward easily but get maximum speed when you need it. Turbo is ideal if you think you're Rambo and like powering through small gaps with a worker scraping your bows. Retros are favoured by the careful player — some puzzle levels are best tackled by switching to this control mode, and the game defaults to this on power-up. The current engine type is displayed in the Status Symbol.

## STARMAP

These are designed to show you to proceed in any direction. When you highlight a level, the Level Gauge in the middle of the lever Infobar will show its number. Remember the tricky levels (for you) and avoid going that way in future if you want to get to further starmaps. I nearly always lose a craft on level 6!

## BONUS GAME

Early qualification for this is the secret of getting a long way into the game. When you first enter a level, one starcell on your radar will be flashing. Try to get to this before the Status Symbol counts down to zero — if you do, a flash of



blue will show that one digit of Loopspace is yours. Once all four digits have been won you will enter the bonus game whether the rest of the system is complete or not. Although this won't help unduly with Starmap One, from Two onwards you can start skipping tricky levels, and later on in the game it is possible to finish a system containing 13 levels after only completing four of them!

The bonus game itself is selected randomly from 6 possible types. Tactics largely depend on which comes up, but three things are worth bearing in mind.

1. Keep those lasers firing at all times!
2. Always pick off the workers closest to the Hunter.
3. If you are still alive after 30 seconds you'll get an extra craft and Perma-shield anyway — so hang in there!

## PERMA-SHIELDS

You start each game with one of these, and an extra one is earned if the end of each bonus game whether you last the course or not. Use them wisely, and the following hints may be useful.

1. As they last right through a level once selected (unless your ship is destroyed) select as soon as you enter a particularly tricky level.
2. Once selected, try to ignore the spaces (they can't hurt you) and concentrate on avoiding the workers only.



3. When your extra craft gauge shows zero, don't take chances in tight spots — get those shields up and try to gain an extra craft by passing the next 10,000 points or completing the next bonus game.

## GENERAL HINTS & TIPS

★ On first entering a level no spaces will be launched for five seconds — use this time to take in your surroundings and decide which is the quickest way to the flashing starcell.

★ Active cells are dropped by workers only while they are on-screen. In long corridors therefore, cruise along in the opposite direction to workers or in the same direction, but slightly ahead as spaces are always launched out of range. ★ When you are faced with many active cells, and need to hide your time before blasting into an intricate structure — back off. Once off-screen all active cells are removed and you can time return to the same spot for another try. ★ If all cells dropped by a specific worker same active, ignore them. Real active cells are dropped only occasionally. Levels 1 and 2 show this in



BY GARY PENN

## INTER'S ADDON CELL TYPES



## SPECIAL FEATURES

### ★ PUZZLES

From System 4 onwards. These normally involve a special trick to complete — the first of these is level 16 which is fairly easy once you work out how to blast through the walls.

### ★ WORMCELLS

From System 5 onwards. Wormcells can move freely and either have fixed length 'tails' or continue growing all the time. The first city of twisted metal appears in level 25. This is tricky as the cells grow more and more dense as time goes on. Find your own route and stick to it!

### ★ DARKCELLS

From System 7 onwards. There is little sunlight here and the starcells are totally invisible, except on the radar. Try out to spend all your time watching the radar! Luckily the Starcells still absorb laser light, so pinpoint them by watching your lasers until they blink out suddenly.

### ★ STARGATES

From System 7 onwards. All cell energies are combined to create a shimmering force barrier that cannot be breached. To pass a wall will go through the regularly dropped Stargates (which look like Starcells). The position of these will change as the workers move about, so watch out! When you submit a real Stargate, the shimmering of the walls will stop for 5 seconds, during which time no spores will be launched. Good job too!

### ★ SWITCHERS

From System 8 onwards. These are devices to say the least! They will travel along quite happily for a while, then suddenly all worker cells will reverse direction (not a pretty sight if you happen to be following them!) Observe from a distance if possible, and keep your wits about you.

action — they look pretty, but don't shoot back!

From System 8 onwards any of the special features may be found, including some surprises. (Watch out for homing wormcells!)

## CELL TYPES (SEE SCREENSHOT)

1. **Starcells** — These are the rulers of the colony and also hold the navigational information needed to get to the next star system. They are absorbed on contact with the Hunter, and the resultant energy surge renders it immune to spores for five seconds.

2. **Workers** — Single white cells which grow the colony. They are totally invulnerable and although not aggressive will always destroy the Hunter on impact. Avoid at all costs!!

3. **Spores** — Launched by all active defender cells, they vary according to which cell launches them. Some will home in or circle round.

4. **Cellness** — Soft, spongy and easily blasted, these throw with colour when active.

5. **Petrifiers** — So dense that lasers don't touch them. Only when active can a path be blasted through them.

6. **Metabeads** — Easily destroyed, and not very active. (Obviously developed by the workers as an early prototype).

7. **Superbeads** — An improved version of 6, these have evolved the ability to aim their spores accurately. Take care and keep dodging to confuse them!

8. **Sprayers** — The first of the supercells, these fire up to 8 spores simultaneously in all directions. (Not very energy conscious — but deadly all the same). Try to shoot them as

soon as they become active to be safe.

9. **Knightcell** — Possibly the most deadly of all. Be careful! They are highly aggressive, and their spores home in with great speed. You can weave and dodge to shake these off, but unless you know the level it may be best to use a permashield.

10. **Eyeballs** — An armoured design which needs 2 hits to destroy. These are fairly easy to combat except when they become active, then they hurl spores in all directions as fast as possible.

11. **Doublecrosses** — A second generation armour plated cell. Many hits to destroy and semi-homing spores as well. Try to line up both lasers on a single cell as it will then explode in half the time. Again a permashield can be invaluable if things aren't going too well.

12. **Armourcell** — The ultimate of its type, it is totally indestructible, whether active or not. You can however deactivate any cell using lasers. This can be useful when you are sitting waiting for a worker to pass.

13. **Metaworm** — The first of the nomadic wormcells. These were created to travel more freely than the larger varieties.

14. **Wrecktangle** — No reaction to lasers at all. It may be possible to blast through where another type of cell crosses these.

15. **Darkworm** — Although the wormcells themselves are inactive, the workers dropping them will launch spores. Darkworm workers are able to aim accurately, so beware!

16. **Sporeworm** — The final variety, and particularly vicious too. Sporeworm workers will hurl everything they can in all directions.



# TOTAL BACKUP POWER

## Now ACTION REPLAY

### NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILL BE

ONLY  
**£29.99**  
POST FREE

Action Replay works by taking a 'SNAPSHOT' of the program in memory so it doesn't matter how the program was loaded - from tape or disk - at normal or turbo speed.

● **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO - NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** That's even faster than some parallel systems. Built into the cartridge - no extra hardware or software required. Includes expert aut. warp, save, scratch, filecopy/convert. Integrated with normal disk turbo for supercompatibility - auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.

● **SIMPLE TO USE.** Just press the button and make a complete backup - tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

● **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.

● **SPRITE KILLER.** Make yourself invincible. Disable sprite collisions - works with many programs.

● **PRINTER DUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen etc. Works with most printers. MPS 60, 803, Star, Epson etc. Borealis size, 16 shades, reverse print option. Very versatile - no user knowledge required.

● **PICTURE SAVE.** Save any three multicolour screens to disk at the push of a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System etc.

● **SPRITE MONITOR.** Unique Sprite monitors allow you to freeze the action and view all the sprites, watch the sprite animation, save or delete any sprite. Load sprites from one game into another to make customised programs.

● **POKER/CHEAT MODE.** Press the button and enter those poles for extra lives etc., then restart the program or make a backup. Ideal for custom games.

● **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load - a unique feature. Enhancement disk available for non-standard multi-loaders (see below).

● **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side - 6 programs per disk, if you use both sides.

● **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it to make a backup in tape or disk. Very simple to use.

● **MONITOR.** Full feature 'floating' type MACHINE CODE MONITOR. All standard features plus many more: assemble, disassemble, hex dump, interpret, transfer, compare, fill hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.

● **DISK MONITOR.** A special monitor for use on the RAM inside your disk drive. All the usual commands - a useful hacking tool.

● **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.

● **FAST FILE COPY.** Works with standard and Warp 25 files of up to 240 blocks. Converts formats to and from Warp 25.

● **FAST FORMAT.** Under 20 seconds.

● **TOOLKIT COMMANDS.** A whole range of useful new commands including: AUTO LINE NUMBERING, DELETE, MERGE, APPEND, OLD, LINESAVE, etc., PRINTERMASTER - list any program (including directory) directly from disk to printer or screen without corrupting memory.

● **REDEFINED FUNCTION KEYS.** Single stroke commands for operation of many common commands including: LOAD, SAVE, DIR. Load from directory - no need to type in filenames.

● **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.

**REMEMBER** all features are built in and available at the touch of a key. All features work with both TAPE and DISK. (Except multipart transfer & disk file utility).

#### ENHANCEMENT DISK

Contains routines for transferring many of the non-standard multi-load games from tape to disk. Over 40 titles. Latest additions are: LAST NINJA, ROAD RUNNER (drifts have option), BLOOD 'N GUTS (play any event), DECEPTOR, LEADERBOARD EXEC and WORLD CLASS, KILLED UNTIL DEAD, MASK, INDIANA JONES, IMPLORER, TAIPAN, plus all the classics including SUMMER GAMES, WORLD GAMES, DRAGONS LAIR 1 and 2, GAUNTLET, SUPERCYCLE etc. Works in conjunction with ACTION REPLAY. Disk includes GRAPHIC SLIDEROW for displaying pictures saved with ACTION REPLAY. Plus Warp 25, Superboot - non Action Replay owners can speed up their 'import' or 'import machine' programs to one what they have been missing.

# R TAKES A QUANTUM LEAP Y MK IV HAS ARRIVED!

FOR  
CBM64/128

## LL BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY.

**BUT THATS NOT ALL ... NOW AVAILABLE FOR THE SERIOUS PROGRAM HACKER  
ACTION REPLAY IV 'PROFESSIONAL'**

● All the features of the normal Action Replay IV but with an amazing on board LSI LOGIC PROCESSING CHIP.  
Plus 32K operating system ROM and 8K RAM CHIP. The first RAM/ROM based cartridge of its type!

### ALL THE MK IV FEATURES PLUS ...

● **FULLY INTEGRATED OPERATION.**  
The MK IV 'Professional' has all the features of the MK IV plus an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● **EXTENDED MONITOR.** The 'Professional' has an extra powerful machine code monitor. Because it has both ROM and RAM at its disposal the Professional can freeze any program and then examine the **WHOLE OF COMPUTER MEMORY** in its frozen state including screen RAM, ZERO PAGE and STACK.

Full feature disassembly, compare, fill, transfer, hunt, relocate, jump etc. etc. in fact all the features of the best fully blown monitor available. Return to the frozen program at the press of a key at the point you left it! An absolute must for the program hacker - or even the programmer who needs to de-bug his program.

● **INTELLIGENT HARDWARE.** The Professional hardware is unmatched anywhere in the world today. The special logic processing chip can cope with protection methods as they appear by reacting to its environment.

**WARP 25**

Reloads as  
average BACK-UP  
in 6 Seconds!!

### UPGRADE INFORMATION

MK IV TO MK IV. Just send £9.95 and we will send you the new MK IV Chip to plug into your cartridge. Fitting is very easy.

MK IV TO MK IV 'PROFESSIONAL'. Send your old cartridge plus £16.95 and we will send you a new Professional MK IV.

MK I Action Replay owners can get £10 as part exchange against either the MK IV or Professional. Send old cartridge plus balance.

### PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup and more! It also has an unmatched range of onboard features. Before you buy check our competitors ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from Superdisk disks etc. When you buy Action Replay if you don't find our claims to be true then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER ...

### BY PHONE



0782 273815

111x Credit Card Code

### BY POST



Send Cheques/P.O. notes

payable to 'Data Electronics'

### EUROPEAN ORDERS

ADD £1.95 P+P

OTHER COUNTRIES

ADD £2.00 P+P

For Orders 0282 254318

# DATTEL ELECTRONICS

UNITS 4/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE  
FENTON STOKE-ON-TRENT

SALES ONLY  
0782 273815

TECHNICAL ONLY  
0782 202258

# DATE ELECTRONICS

## 256K SUPEROM EXPANDER

- ☐ Now you can select from any of 4 256K EPROMs instantly.
- ☐ 4 banks in memory up to 256K EPROM in each.
- ☐ On board operating system - so program is fast.
- ☐ Program your own EPROMs using our EPROM programmer.
- ☐ No need to have loads of overdrive - just make a selection from the Superom status.
- ☐ Uniquely of status as power up.
- ☐ Fully servo driven as power up.
- ☐ Select any file under software control.
- ☐ Unique EPROM generator feature will take your own programs - back to m/a and turn them into automatic EPROMs (EPROM transfer required).
- ☐ Accepts 2764/27128/27256 EPROMs.
- ☐ On board unalterable reset.

**ONLY £29.99**



## 4 WAY KERNAL BOARD

- ☐ This board fits in place of the kernal in your 84 and accepts a 16K or 32K replacement kernel giving 2 or 4 different operating systems.
- ☐ Just flip the switch supplied to select between systems.
- ☐ This is a service only - ready to accept your own chip.
- ☐ Now you can have all your different systems available at one time.

**ONLY £8.99**

**8 NYE BOARD ONLY £12.99**



## CLONEMASTER..

- ☐ Makes tape to tape backups.
- ☐ Works with even Turbo Loaders etc.
- ☐ Requires access to two 68M type data recorders.
- ☐ Makes perfect copies.
- ☐ Very simple to use.
- ☐ LFD level indicator.

**ONLY £9.99 POST FREE**



## RESET CARTRIDGE

- ☐ Unalterable reset button.
- ☐ Resets even so called "unalterable" programs.
- ☐ Add power from magazine etc.
- ☐ Fits in cartridge port.
- ☐ Simply plug in.

**ONLY £5.99**



## DUPLIKATOR..

- ☐ Copies whole disk in one pass - only one drive required.
- ☐ Makes backup copies in eight seconds.
- ☐ Duplikator is the fastest, most efficient and easiest to use disk copying system ever conceived.
- ☐ Comes complete with 256K on-board RAM and it's own operating system - no software to load.
- ☐ Makes multiple copies from one original.
- ☐ Full disk verification during backup process.
- ☐ Copies standard software as well as error 51.40 and upto 40 tracks.
- ☐ Full disk error check in eight seconds.
- ☐ Full disk verify against run in fifteen seconds.
- ☐ A trust for clubs, user groups etc. How else can you copy over 250 disks and have for less than \$100.
- ☐ Comes complete with on/off switch and reset button.
- ☐ Fixed in minutes - no soldering usually required.

**ONLY £89.99**



## 16K EPROM BOARD

- ☐ Accepts a 16K EPROM.
- ☐ Detachable to configure as 8K or 32K or 48K.
- ☐ On board unalterable reset.
- ☐ Full instructions.

**ONLY £8.99**

## DISK NOTCHER

- ☐ Quickly and easily double your disk capacity.
- ☐ Use both sides of your disks.
- ☐ Simple to use.
- ☐ Takes seconds.

**ONLY £4.99**

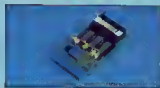


## DEEP SCAN BURST NIBBLER™

- ☐ The most powerful disk nibbler available anywhere at any price!
- ☐ Burst Nibbler is actually a two part system - a software package and a parallel cable to connect the 1841/1870/1871 to 64/128 (data type).
- ☐ What gives Burst Nibbler its power? Conventional nibblers have to fetch the data from the disk before it can transfer it using the serial bus - when new standard data is encountered they are fast. Burst Nibbler transfers data as raw 1024 data via this parallel cable without the need to decode it so you get a perfect copy of the original.
- ☐ Will also upto 41 tracks.
- ☐ Copies a whole disk in under 8 minutes.
- ☐ Full instructions.
- ☐ Regard updates - we always ship the latest.
- ☐ Fixed in minutes - no soldering usually required.
- ☐ Full or 1/2 track.
- ☐ The cost in copy parallel cable if you have Disk Drives/Disks etc.
- ☐ Cable has through-hole extension for other disk etc.
- ☐ Whether to choose Hardlink or Burst Nibbler? But, Hardlink is unbeatable value as an "all rounder" - with 1600, 1 or 2 drive copy format, the copy 1071, copy etc. etc. so if you have a more general requirement perhaps Hardlink is for you. Burst Nibbler is a pure nibbler aimed at those for the reasons stated. So if it's a just making backups you are interested in, there is no other product to beat it.

**ONLY £24.99 COMPLETE**

**SOFTWARE ONLY £12.99 CABLE ONLY £14.99**



## EPROMMER 64™

- ☐ A top quality multi-use EPROM programmer for the 64/128.
- ☐ Fully servo driven software/hardware package makes programming/reading/verifying/copying EPROMs simply and fast.
- ☐ Will program 2716 2732 2764, 27128 and 27256 chips 12.5 21 or 24 volts.
- ☐ Fits into one port for maximum compatibility with overdrive/Superom Board etc.
- ☐ Full feature system - all functions covered including device check/verify.
- ☐ The bottom EPROMMER 64 is the most comprehensive, most friendly and best value for money programmer available for the 64/128.
- ☐ Ideal companion for Superom Board/Cartridge Development System. An internal expansion of ordered any EPROM base project.
- ☐ Comes complete with instructions - plus the cartridge handbook.

**ONLY £39.99 COMPLETE**





# DATTEL ELECTRONICS



## PROFESSIONAL DOS MIKROTRONIC £64.99 POST FREE with Disk Demon operating system "The world's fastest parallel operating system"

- ☐ Loads a typical DOS block program file in under 5 seconds!
- ☐ 80K faster load (FPG file).
- ☐ 80K faster load (BHQ file)
- ☐ 80K faster load (BHQ file)
- ☐ 80K faster load (FPG file)
- ☐ 80K faster load (BHQ file)

### PLUS AN ADVANCED COMMAND MICROTRONIC EXECUTION

- ☐ Fast format — up to 40 tracks (740 blocks)
- ☐ 16 function keys: list, run, load, directory, format, save old, verify etc.
- ☐ Flooded with buffered files up to 500 blocks (other similar systems will only cope with 200 blocks).
- ☐ Random execution. ☐ Fast.
- ☐ Unique built in the unique with every file up to 500 blocks in the background — multiple copy options — perfect for copying Action Replay files.
- ☐ Highly compatible with professional software — can be switched off for non compatible programs.
- ☐ Perfect for use with Action Replay 3 — a typical AFS backup will reload in about 5 seconds — you 5 seconds!
- ☐ Speeds up other DOS functions including verify, verify etc.
- ☐ Onscreen complete with superior file and whole disk copy level
- ☐ Screen on or off during loading.
- ☐ Enhanced command set — over 30 new commands
- ☐ Highly fitted — Disk Demon plugs inside the 1541 and the new operating system chip plugs inside the 04/128. Putting some very minutes and usually negative in software.
- ☐ Over port three gigas supplied drive — you could pay \$15.00 for this alone
- ☐ Improved software — no more to buy
- ☐ Works on 0286/1541 in 64 or 128 mode

**0188 reviews**  
**£69.99**



## BLUE CHIP DRIVE POLLY 04/128 compatible.

- ☐ No loss of any useful drive at all, available price
- ☐ Super efficient run
- ☐ Instantaneous power supply for load
- ☐ Direct drive motor
- ☐ Improved software with all disks — no more to buy
- ☐ This drive is now probably the most compatible drive available for the 0286/1541. More so than any other available, very 1541C. Much more so than other so called suggestions in fact we have been called in 0286 & 1541C programs including the latest that would not work. (As time of time)
- ☐ No need to look elsewhere — this is the best.

**ONLY £139.99 POST FREE**  
(If you require another drive £48.00).

## ULTRA CRUNCHER The ultimate cartridge based program compiler.

- ☐ Compiles by up to 30%
- ☐ Many programs for disk
- ☐ A compiling program on one cartridge
- ☐ Fast loading/running program — works with 0286/1541
- ☐ Up to 1000 programs on 1541 or 128
- ☐ 1000 lines in one session.
- ☐ Full DOS support including fast format.

**ONLY £12.99** as outwards.  
Available in only one by £5.99.  
Superior Speed for only £7.99

## FAST HACKEM™

● MUSIC Modula Plus Keyboard — all on one disk.

- ☐ Single 1541 Modula — Copy in disk to 5 minutes.
- ☐ Auto Keyboard — Copy an entire protected disk to 5 minutes.
- ☐ Super fast File Copy — Under 10 seconds typically
- ☐ Copies with File Transfer.
- ☐ Superfast Copy — Entire disk to 10 seconds with verify
- ☐ Very Drive Copy — Drive faster
- ☐ Fast release "Parasitoid" mode. "Fast Disk" (loaded) the more heavily protected programs with a parasitoid for a parasitoid found in virus files
- ☐ No virus product to rush a good "kill Scanner" at this price for unbeatable.

**ONLY £9.99 POST FREE**



## DISKMATE II

### The Disk Utility Cartridge

- ☐ Disk formatted overdrive.
- ☐ Up to 5 times faster
- ☐ Fast save ☐ Fast format (10 min)
- ☐ Improved DOS — single stroke save/load — load/save 100/100 sec.
- ☐ Redefined function keys for Plus operation of screen commands
- ☐ Powerful write commands including: old/delete/merge/copy/append/advance/advance etc.
- ☐ Plus a full machine code monitor — too many features to list but it has them all!
- ☐ Special switching techniques make Diskmate 100% reliable in the system. Therefore it is a more compatible hardware than other types.
- ☐ Diskmate II is

**ONLY £14.99**



## MIDI 64

A Full MIDI Interface for the 64/128 at a realistic price

- ☐ MIDI in ☐ MIDI thru ☐ 8 + MIDI out
- ☐ Compatible with most leading software packages including Bell MIDI Advanced Music System, Jost, Steinberg etc.

**ONLY £29.99**



## MOUSE

- ☐ IBM 04/128 mouse
- ☐ Wide compatibility with software including tracking padless
- ☐ Works by transmitting optical as well work in any program application including flight packages only designed for optical.
- ☐ Pushes on other joystick port
- ☐ Optical system operation.

**ONLY £24.99**

## CHIPS

- ☐ 27168 **£3.00 EACH**
- ☐ 27120 **£4.50 EACH**



## CARTRIDGE DEVELOPMENT SYSTEM

- ☐ All the necessary parts to produce an 04/128 auto-start cartridge
- ☐ Top quality PCB ☐ Injection moulded case
- ☐ Hand etched ☐ 15K 30VDM
- ☐ "Cartridge Handbook" gives full details and tips on building and configuring the cartridge for many uses

**ONLY £12.99**  
complete with handbook

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER . . .

BY PHONE	BY POST	BY FREESTEL/DX
		
0782 273616 24 hr Credit Card Line	Send cheque/P.O. made payable to Datel Electronics	Plus Orders 0782 284610

# DATTEL ELECTRONICS

UNITS 6/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE,  
FENTON, STOKE-ON-TRENT, TAME.

SALES ONLY	TECHNICAL ONLY
0782 273615	0782 282555



# Cool Spool

Cast your minds back to when Christmas came early. We're talking about the CU Spool enjoyed by thousands of you, and without doubt the best demo tape ever produced for a magazine.

We offered you a competition with the tape and it carried a prize worth more than mere money. We gave you the chance to be a CU writer. Review the Cool Spool we said. And hundreds of you did despite facing the wrath of the Ed's red pen. We were looking for good grammar and spelling obviously, but more important we were looking for wit and inventiveness. Many of the entries were of a high standard, but eventually we boiled it down to two pieces, neither of which strictly conform to the brief, but nevertheless show promise. Congrats to Gary Smith of Milton Keynes who suffered the misfortune of a duff cassette and Michael Marx of Ealing who wrote a dialectically materialist piece on the nature of demo tapes. Extracts from their reviews appear below. Well done lads, you can expect something for review in March!

Cool Spool, the concept, is a good one. "Cool Spool", the name, is decidedly dodgy. Whoever dreamt up that little chestnut will be onto *Sun* headlines before you know it... Still, once you've come to terms with the title, you can appreciate the tape for what it is — Free! — which can't be bad. And as far as game demos go, I'd venture that this is the best I've seen so far.

Personnel Computer Games pioneered the idea of compiling demonstrations of games intended for release when they put out their own natty little tape about three years ago. (Just before the magazine went out of business!) Though the demos on that tape were near static screenshots than the all-singing, all-dancing extravaganzas presented to us Cool Spool. Which brings about a question: When does a demo transcend the realm of mere demodome and become a feasible game?

Certainly, those contained on the Cool Spool would give you a standard budget effort to run for its money. The bounciness of the buggy in *Buggy Boy* and the smoothness of the skateboard in *720°* would support that claim. This poses the problem of the games buyer perhaps thinking twice about parting with his hard-scrunged pocket-money when the finished product becomes available. His line of thinking might be, "Why pay for a game that I've readily got (sort of) when there are loads of other I'm dying to have a go at?" Somehow I don't think this is quite what the software companies have in mind!

Whee's all said and done, I believe that demos of this kind considerably enhance a magazine's appeal. And there is no reason why it shouldn't be of benefit to all parties involved. I suggest, however, that the software companies err on the side of caution when it comes to giving their secrets away. In this case it would seem that there's a thin line between inceptive promotion and a wholesale Santa Claus hand-out!

MICHAEL MARX

Well, where shall I start, three decent arcade games for a quid, check this out. I'll start on the packaging. It comes wrapped in a free rag (sorry mag), a nice change from translucent plastic, also a free length of solotape for your little sister's mouth when she sees the free offering.

Inside the lining of the bag you find a cassette inlay. Ah, good, instructions I hear everyone ask. Nope, just 'Master-tronic birds'. Then you realise the inlay doesn't wrap around anything cause them isn't a cassette box. Out come the scissors and into the bin goes the Ninja Master tape that your nan bought you last Christmas. Now you are ready for action.

Under six foot of Christmas wrapping paper you discover your fireworks and sparklers that went missing and under them lies your willing 'nursed since last Christmas' 64/128. Yea it still works. In goes the black plastic and off whirrs the old cassette player.

The sequence begins: "Found Buggy Boy, Novaload squeals, Lost Buggy Boy, main computer filim, READY." After two attempts the tape is switched. The Flying Shark does a tremendous flop and ends up marooned on a light blue screen is the outer regions of your TV set. 720° also lives up to it's name. It's not on my protractor as why should it be on a cassette?

GARRY SMITH

# Red Arrows

H Clinks from Billericay in Essex is the lucky CU reader due to spend a whole day in Lincoln with the Red Arrows, courtesy of Electronic Arts. He's also getting some nosh, some Electronic Arts' games, and a photograph or two to remind him of the occasion. Cool. The following ten runaruners up each get a copy of Chuck Yeager's Advanced Flight Trainer...

What's that? Oh yes, the answers. Right: Douglas Bader, Trun, and Concordekl. How's that for efficiency.

A Smith, Lyneham, Wiltshire; P Rose, Swetisham, Norfolk; Daniel Phillips, Richmond, Surrey; Daniel Phillips, Richmond, Surrey; Richard Walker, Sedgely, Dadeley; Chris Docherty, Loughton, Essex; Davis Mac-lachlan, Yeovil, Somerset; Tony James, Woolwich, London; I Devlin, Hamstanton, Norfolk; Tony James, Woolwich, London; Sam Allen, Wroughton, Swindon; Andrew Procter, Queens-hury, Bradford.

# ARCADE



Use the drum for protection.

How the 'alternative view' approach works.

## XYBOTS

ATARI  
(3 × 10p)

XYBOTS

Whatever happened to Atari? I hear you ask? 1987 was not, it must be said, a great year for the US-based company, formerly the number one coin-op manufacturers in the world. *Roadblasters* and *APB* were both good games, but somehow when you put them up against the likes of *Sega's Out Run* and *Afterburner* or *Taito's Operation Wolf* they just don't have the same appeal.

But just when we thought we'd heard the last of the A-team, we spotted *Xybots*: a dedicated two-player newie due soon at an arcade near you.

*Xybots* shares at least one feature with *Sega's* recently released *Xenophobe*: the screen is split with one section being allotted to each player so that you each play independently — but as you're theoretically running about the same spaceship/underground alien headquarters — when you and your mate arrive at the same spot the two screens become temporarily identical with both characters shown.

However, where *Bally Midway's* three-player (and therefore three screen) space-age alien fight to the death was flat, two-dimensional and lacking in

playability, *Xybots* manages to be three-dimensional, fast, furious and fun.

The first sign that you're in for some serious thrills is the large speaker set just below the screen of the large dedicated console. Pop your coinage in and, as the first credit rings up, a massive digitised choir rings out. In 720° Atari demonstrated just what they can do with coin-op sounds when they're in the mood and *Xybots* groundshaking synth noises are undeniably in the same class as the lab skateboarding sim's thrash rock.

The title screen tells you all you need to know by way of plot: you — and your companion if you're playing in two-player mode — are charged with the task of entering the headquarters of the tyrannical *Xybots* who have taken control of your beloved planet and wiping them all out.

Their headquarters are entered at ground level and extend for many floors underground. Each floor is in fact a maze, patrolled by various species of robot. You control your soldier and guide him forwards through the 3-D maze using one of those slightly fiddly joysticks which guides both your movement

and — by twiddling the joystick head — the direction in which your character is facing (this means that if you just pull the joystick back your character shuffles backwards without turning). This movement mechanism is pretty confusing until you get the hang of it — as all the maze walls are of similar patterns and designs when you're in a hurry and in particular when you're under fire you can find yourself spinning hopelessly around trying to escape or get the enemy on the business end of your laser.

To help you work out which way you're heading, where you want to get to and most usefully, where the various enemy guards are, there's a small map display of the maze that you're currently negotiating in the top left hand corner of the screen which shows, by means of arrows and coloured dots, who's who and what's where.

This is an absolutely essential feature — in the heat of battle and the increasingly intricate arrays of interconnecting corridors you lose your sense of direction pretty quickly. A quick glance at the map will set you straight.

And who are the enemies?



# MADES

## BOOTS



Up the escape pods into the robot stores...

...And then onto another stage



Well, there are a few bog ordinary robots who just hang about, shoot at you and obligingly die once you hit them. Then there are the tougher guardians of the Xybots complex who need to be hit several times before they go pop. These are tank robots who can only be destroyed when they've got their unprotected side turned towards you. There are suicidal carrier robots who'll kamikaze you if they're cornered. There are fly robots who hover above ground. And most annoyingly there are even some special guards who won't be detected on your map and may lurk around a corner to catch you unawares.

Each time you kill a robot you pick up a gold coin left behind by them. Weirdly enough, these coins can be used to purchase other features on the in-between level "quartermaster floors".

Among the features you can buy are extra energy and slow energy loss. You'll begin to appreciate how important energy levels are after you've gone through a couple of the tougher levels and have taken a few energy-sapping hits. You'll begin to hear the heart-beat tones which indicate that your time is running short and that you need to get to one of the exit pods on the level so as to get a chance to buy a bit more energy at the shop. Alternatively you can pick up energy pods dotted about the mazes. And, of course, there's increased firepower available

too... and with all those human hungry robots. It's just as well! There are also some barmies to duck behind in order to avoid destruction at particularly robot-ridden points and transporters pads which you can use to move to other sections of the maze. Some sections of maze are only accessible by key.

Eventually, if you can keep your energy up, you'll make it through to a showdown with one of the ruling Master.

Xybots. This sequence plays rather like the vertical phase of Gyrzor. You have to shoot out five lights on the body of an enormous stationary Robot who blasts photon death down at you, punctuating his light-lot life with digitised Darth Vader-esque speech.

Xybots is a genuinely

exciting game to play even by yourself... once you've got the hang of the controls and your reactions sufficiently honed so that when you see the danger sign appear on the screen you know which direction to turn... but its real appeal is as a team game with you and your mate running about the place, covering each other, dividing up and destroying all the robots in the maze, and landing one, another gold coin in the shop.

Whether Atan can hope to regain their pole position in the now fiercely competitive coin-op development market is uncertain. But twenty odd plays later, it has to be said that Xybots bears all the hallmarks of a company that's back in business.

Nick Kelly



One player view

GRAPHICS:	8
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	8
VALUE:	8
OVERALL:	8

# NEXT

**NEXT!**

**R**ight lissenup youse lot. What's the one thing CU has never had? That's right, a comic strip. Well not any longer because we got GAS, which is an acronym for Groovey Arcade Stories, and it's gonno be the best strip this side of Crygena 1 (that's somewhere in the Resus Solar System.)

Among the usual superior collection of news and reviews. We'll also have the results of the CU Cruel Poll plus a very inside your newsagent on the 26th or we may have to send for the arcade police.

right issenup youse lot. What's the one thing CU has never  
strip. Well not any longer because we got GAS, which is an arcade  
Arcade Stories, and it's gonno be the best strip this side of Crygena 1  
in the Resus Solar System.)

You'll find it among the usual superior collection of news and reviews. We'll also have the results of the CU Crucial Poll plus a very  
special offer. Be outside your newsagent on the 26th or we may have to send for the arcade police.



**MONTH**



# ARCADES

## DATA EAST (3 × 10p)

Sometimes I worry about them, I really do. The brains who come up with ideas for coin-op games, that is.

Take this latest vertically-scrolling aerial shoot 'em up from Data East.

I mean to say, imagine calling a game *Super Real Darwin*? What possible connection could a no-nonsense arcade blast-or-be-blasted have with the famous evolution theorist? Was I going to be faced with wave upon wave of club throwing apes, each new bunch more physically advanced and higher up the tree of evolution until my final adversary was that king of the killers, good ol' homo sapiens himself?

Alas, *Super Real Darwin* isn't quite so exotic.



## SUPER REAL DARWIN

You begin life as a plain, rather unimaginative looking spaceship. A couple of waves of nasty — and very speedy — whirling adversaries have to be dispatched before you are confronted with the first of the slower moving metallic creatures. Take one of these out and a strange object which looks like a cross between a bird and a playing card comes fluttering towards you. Make contact with one of these and — hey, presto — you grow a jump. You'll also find that your rather puny weapon has been upgraded.

Each time you pick up one of these icons your spaceship gets bigger until, bizarrely, it begins to look like a head, rather like that of Torquemada from 2000AD's *Nemesis* strip.

Your weapons change each time too, though. I found, not always for the better, the giant cannon, flame balls and huge blocks of fire were all very brilliant and useful, until I felt seriously ripped off whenever, by picking up one further icon, I sacrificed one of these goodies for the pathetic and snail-like fluttering bombs. So why didn't I just pick up the icons I liked and leave the



**Natural games selection.**

**Take it's puny weapon time.**

others? Well, perhaps there is some very cool way of acquiring the optimum arsenal, and retaining it, but I certainly couldn't work it out. *SRD* is a pretty fast-moving game, and if there's any difference between the different extra-fire icons, I certainly didn't spot it.

And to think that home computer game reviewers complain about inadequate instructions!

In fact, I ever a coin-op shoot 'em up needed some

basic hints or instructions, it's *SRD*. Neither the opening screens nor the title screen give you any indication as to what exactly you're trying to achieve, other than the destruction of huge numbers of spacecraft, monsters and aliens.

And if any of you enterprising readers manage to work out the secret of extra weapon acquisition, perhaps you could turn your attention to the vexed question of the lizards. You see, in addition to

the fire button you've also got a bomb sight floating several inches above your ship and a bomb release button. The only things that you can usefully bomb are mysterious lizards which waddle down the screen, spitting bombs at you — all the other opponents are airborne. It's not easy to line up these creatures in the bomb sight when you're simultaneously being set upon by furious waves of flying attackers, but when you do succeed in dispatching one of these alligator things they leave behind a charmed shadow and a DNA icon.

Now, being well-versed in the ways of science I remembered that DNA is the name given to the basic genetic building blocks which determine all creatures' physical characteristics, and I therefore reasoned that, in a game named after one of the foremost genetic researchers of

all time, picking up the DNA icons would surely make my little spaceship undergo some very spectacular change. Wrong, nothing happened.

Incidentally, in *SRD* when you sustain a hit, that isn't necessarily the end of one of your three precious lives: if you've picked up icons — and are therefore bigger and better-equipped than when you started out — what happens is that for every hit you sustain, you shed one of your pieces, until finally you're reduced to your basic ship. Only then can you be destroyed. Which, if you ask me, is a much more civilized way of doing things than the usual R-Type-style one-hit-and-you're-out-everything-you've-worked-for.

The annoying thing about *SRD* is that I've got a feeling that underneath all the non-user-friendly there's a good game struggling to get out. The action is fast and furious and if I could just work out exactly what I'm supposed to do I'm pretty sure I could get to like this one.

**Nick Kelly.**

GRAPHICS:	8
SOUND:	6
TOUGHNESS:	8
ENDURANCE:	4
VALUE:	5
OVERALL:	5



# WORLDWIDE SOFTWARE



OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE
ACE 1	7.99	On Your Feet	1.99	Philly 1	1.99	Philly 2	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 3	1.99	Philly 4	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 5	1.99	Philly 6	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 7	1.99	Philly 8	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 9	1.99	Philly 10	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 11	1.99	Philly 12	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 13	1.99	Philly 14	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 15	1.99	Philly 16	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 17	1.99	Philly 18	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 19	1.99	Philly 20	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 21	1.99	Philly 22	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 23	1.99	Philly 24	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 25	1.99	Philly 26	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 27	1.99	Philly 28	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 29	1.99	Philly 30	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 31	1.99	Philly 32	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 33	1.99	Philly 34	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 35	1.99	Philly 36	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 37	1.99	Philly 38	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 39	1.99	Philly 40	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 41	1.99	Philly 42	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 43	1.99	Philly 44	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 45	1.99	Philly 46	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 47	1.99	Philly 48	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 49	1.99	Philly 50	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 51	1.99	Philly 52	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 53	1.99	Philly 54	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 55	1.99	Philly 56	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 57	1.99	Philly 58	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 59	1.99	Philly 60	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 61	1.99	Philly 62	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 63	1.99	Philly 64	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 65	1.99	Philly 66	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 67	1.99	Philly 68	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 69	1.99	Philly 70	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 71	1.99	Philly 72	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 73	1.99	Philly 74	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 75	1.99	Philly 76	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 77	1.99	Philly 78	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 79	1.99	Philly 80	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 81	1.99	Philly 82	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 83	1.99	Philly 84	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 85	1.99	Philly 86	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 87	1.99	Philly 88	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 89	1.99	Philly 90	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 91	1.99	Philly 92	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 93	1.99	Philly 94	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 95	1.99	Philly 96	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 97	1.99	Philly 98	1.99
Adm. Art Studio	99.99	Charmers Club	1.99	Philly 99	1.99	Philly 100	1.99

**WORLDWIDE  
STAR  
BUY**

**PREDATOR**

6.50 (cass)      10.25 (disk)

when purchased with any other item.

**WORLDWIDE  
STAR  
BUY**

AMIGA	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE	OS/2 16 CASE
Amiga 1	1.99	Amiga 2	1.99	Amiga 3	1.99	Amiga 4	1.99
Amiga 5	1.99	Amiga 6	1.99	Amiga 7	1.99	Amiga 8	1.99
Amiga 9	1.99	Amiga 10	1.99	Amiga 11	1.99	Amiga 12	1.99
Amiga 13	1.99	Amiga 14	1.99	Amiga 15	1.99	Amiga 16	1.99
Amiga 17	1.99	Amiga 18	1.99	Amiga 19	1.99	Amiga 20	1.99
Amiga 21	1.99	Amiga 22	1.99	Amiga 23	1.99	Amiga 24	1.99
Amiga 25	1.99	Amiga 26	1.99	Amiga 27	1.99	Amiga 28	1.99
Amiga 29	1.99	Amiga 30	1.99	Amiga 31	1.99	Amiga 32	1.99
Amiga 33	1.99	Amiga 34	1.99	Amiga 35	1.99	Amiga 36	1.99
Amiga 37	1.99	Amiga 38	1.99	Amiga 39	1.99	Amiga 40	1.99
Amiga 41	1.99	Amiga 42	1.99	Amiga 43	1.99	Amiga 44	1.99
Amiga 45	1.99	Amiga 46	1.99	Amiga 47	1.99	Amiga 48	1.99
Amiga 49	1.99	Amiga 50	1.99	Amiga 51	1.99	Amiga 52	1.99
Amiga 53	1.99	Amiga 54	1.99	Amiga 55	1.99	Amiga 56	1.99
Amiga 57	1.99	Amiga 58	1.99	Amiga 59	1.99	Amiga 60	1.99
Amiga 61	1.99	Amiga 62	1.99	Amiga 63	1.99	Amiga 64	1.99
Amiga 65	1.99	Amiga 66	1.99	Amiga 67	1.99	Amiga 68	1.99
Amiga 69	1.99	Amiga 70	1.99	Amiga 71	1.99	Amiga 72	1.99
Amiga 73	1.99	Amiga 74	1.99	Amiga 75	1.99	Amiga 76	1.99
Amiga 77	1.99	Amiga 78	1.99	Amiga 79	1.99	Amiga 80	1.99
Amiga 81	1.99	Amiga 82	1.99	Amiga 83	1.99	Amiga 84	1.99
Amiga 85	1.99	Amiga 86	1.99	Amiga 87	1.99	Amiga 88	1.99
Amiga 89	1.99	Amiga 90	1.99	Amiga 91	1.99	Amiga 92	1.99
Amiga 93	1.99	Amiga 94	1.99	Amiga 95	1.99	Amiga 96	1.99
Amiga 97	1.99	Amiga 98	1.99	Amiga 99	1.99	Amiga 100	1.99

Please make cheques and postal orders payable to **WORLDWIDE SOFTWARE**. Postage and packing is FREE in U.K.  
 1 Bridge Street, Galeshiels TD1 1SW. Tel: 0896 57004 — Credit Card Orders accepted by phone or by mail.  
 All items subject to availability E & OE

*The Dream Makers*

# PROGRAMMERS

Over the last year the ZEN ROOM has produced some of Europe's top games. We are CRL GROUP, ACADEMY OF CREATIVITY, BOUTHERN & THE ROOMS IN CREATIVITY. Now, we want to introduce software development team are looking for experienced freelance programmers to join them. If you have just written a game or are about to and enjoy working on a team, please contact us at 01-896 57004 (0900-1800) or write to: Managers on 01-896 57004 or write to the ZEN ROOM Line 10, Kings Road, Capetown, London C1.

## THE ZEN ROOM

A DIVISION OF CRL GROUP PLC

*The Dream Makers*

**DATA**

**D**

**I**

**A**

**L**

**BRITAIN'S 1st INDEPENDENT  
TELEPHONE COMPUTER  
SOFTWARE REVIEW SERVICE**

**NEW GAME 1** 0898 700140 ★  
Firebird's 'BMX KIDZ'

**NEW GAME 2** 0898 700101 ★  
Cascade Game's 'TRAZ'

**NEW GAME 3** 0898 700141 ★  
CRL's 'JACK THE RIPPER'

**NEW GAME 4** 0898 700142 ★  
GO's 'BRAVE STAR'

**NEW GAME 5** 0898 700102 ★  
Rack-it's 'BATTLE VALLEY'

★PHONE THESE NUMBERS WIN THESE GAMES★

**LAST MONTH'S WINNERS** 0898 700144  
'Including Nicholas Tucker's Top Ten'

BRITAIN'S 1st INDEPENDENT TELEPHONE COMPUTER SOFTWARE REVIEW SERVICE. LONDON: 01-896 57004. CHARGES: 1st 10p, 2nd 10p, 3rd 10p, 4th 10p, 5th 10p, 6th 10p, 7th 10p, 8th 10p, 9th 10p, 10th 10p. (STANDARD PRICES PER MIN. INCLUSIVE OF VAT)





A) Waaa up now guys, they've just taken your chick. It would be tempting to go steaming into them, but you know the ol' saying: "Don't get mad, get even!"

B) Careful now, this schneck is swinging a net in front of your face—and it ain't so subtle! Use the net. One good right-hand (or foot!) will send any weapon the enemy is holding spinning to the ground.



C) Watch net! There's a hole here, you son of a Portuguese flowerpot-smaker. One fall down any hole, off any cliff, is lethal. Life gone. You only got two lives for your twenty peo.

D) Watch this conveyor belt. Try not to slip on it unless you must, as it will attempt to pull you into its machinery and kill you. However, that's not to say you can't try using this fun trick as the enemy.



E) It seems as if some mindless, violent yobbo has needlessly smashed a hole in the bridge. But that's not your concern. What is your concern is crossing it. Simply move as far as possible to

edge of this to just then just in the machine the right at the



F) You've made it this far so I don't want to screwing up now. You're in the base and just because the stones of this wall are about to pop out to attempt to smash you off your feet, that's

an excuse to give up. The simplest way to dodge these is to... well, there isn't one! But the next best way is to keep jumping past these and hopefully not that many will hit you.

D) These beautifully carved gothic gargoyles are not all they may first seem to be. They may look harmless enough, but watch out for these spears which they will happily prod you in the face.



# Double Dragon



We here at C.U. first got hooked on Teito's *Double Dragon* after we'd all managed to blitz the levels of its predecessor *Renegade*. A few hundred 10 paces later and we realized that this new beat 'em up was no pushover. So we sent in a bunch of steel-chewing, 'ard as nails Sicilian Gamescrackers to sort it out. After rubbing out the boss this is what they came up with . . .

## The Elbow

This is the ultimate. The best. The only move which is safe to use on absolutely any kind of opponent. To pull it off simply press the jump and punch buttons at the same time, then pull the joystick in the opposite direction from which you wish to send the blow. When you are in trouble, or the enemy seem to be immune to any of the other blows you are using, then use this — Although for variety's sake, don't use it throughout the whole game.

## The Kick

Not an altogether effective move, but when executed correctly it's very good fun indeed.

## The Knee

If you stand a couple of inches away from an opponent and press the kick button repeatedly, your player may pull his opponent down by his hair and repeatedly knee him in the face until he is no longer alive. Good, clean fun!

## The Weapons

If you look closely at our beautifully drawn map you will can there are many weapons in the hands of the other gang members. No this isn't the result of our artist's over-vivid imagination — these weapons can actually be used and are all correctly placed on our map. Here is a run-down of what weapons you can use and when to use them . . .

## Whip

This is usually found in the sweaty palms of the women (that's Leather Goddesses of Death as we at C.U. have chosen to call them). These are not really worth picking up, but if you feel like a cheap thrill you can effectively whip the women with these. Anyone else will probably laugh and put a nut across your face!

n it  
into  
it to  
arry.

...about falling in, you puzzle —  
of the jumping button (on most  
just stay in the middle) and push  
hines this is  
at the an



## Baseball Bat

As you can probably imagine, steel bats are quite a good thing to have whilst enjoying a jolly good game of rumbles. They are extremely useful against anyone not very tall, not don't bother trying to use it against any of the big guys — especially THE BOSS.

## Rocks Barrels & Boxes

These are found lying around along the way and are always worth using. Picking them up and throwing them at your assailants is quite effective.

## Knives

You cannot see these until they are thrown at you or you punch a guy who happens to drop his. This is another type of weapon always worth using, but they are few and far between.

## Dynamite

This is another weapon you won't know someone has until they decide to throw it at you. When they do, don't try to pick it up — move away from it, unless you want your limbs blown off. That is about all the help you can get on *Double Dragon*. Now it's time for you to try out your skills on the rest thing . . . Good luck, scumbags!



BO

Hi! The final stage! Can you stand up to the pressure of being attacked from every position by every conceivable type of enemy? The guys are all pretty easy to take care of, in the usual manner of swing your bones around, that is, all of

them except THE BOSS! This guy is t.o.s.g.h. — tough. He packs a shooter, no bats or whips for him. Give him too much time to aim and he'll blow you away. The trick is to stand on top of him and continually elbow him in the face.





**SELL-OUT**

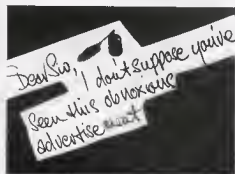
# COMMODORE USER

**SELL-OUT**

**TO ADVERTISE IN SELL-OUT CALL ANGIE SMART ON 01-251 6222**

## ADVERTISEMENT INDEX

ACTIVISION	20/21 34/35	JADE	96
AIRD	77	LOGIC SALES	95
ANCO	32	MEGASAVE	90
ARGUS	28	MEMORY STORE	94
BOXERS	48	MIRROSOFT	13/13
BROADSYSTEMS	112	NEBUAE	90
BUDGETSOFT	95	OCEAN	08C/36 44/BC
C-VG	50	POSTRONIX	42/43
CPL	112	ROSTEX	55/57
CAPRI	80	SBC	85
CASTLE	77	SOFTLINK	95
CHANNEL 4	87	SOFTWARE SUPERSAVERS	95
CITIZEN	27	STORTSOFT	95
CLIK	59	STRATEGIC PLUS	113
COMPUTER CLUBBOARD	113	TOPSOFT	80
CROWN	90	TORNADO DEVELOPMENTS	81
D.C. ELECTRONICS	31	TRILOGIC	80
DATL	75, 102/105, 104/106, 106	VIDEO VAULT	48
DIMENSION	18	WORLDWIDE	112
DOSQIT	48	YORK	113
ELECTRONIC ARTS	3/9		
ENGLISH	4		
EVESHAM	41 60, 86/87		
GLINTLAND	83		
GRENIN	25		
IMAGINE	2/3		



**W**e welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves.

If you'd like to know more about our work, and receive a copy of the rules, please write.

**The Advertising Standards Authority.**

**We're here to put it right.**

ASA Ltd Dept X Brook House, Torrington Place London WC1E 7HN

This space is donated in the interests of high standards of advertising

## CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 30p per word to private individuals — 20 words min.  
40 words maximum. 50p per word to trade. 30 words min — 40 words maximum.

Semi-display — £1.0 for 5-5 C. Ring 01-251 6222.

All classified and semi-display advertising is pre-payable.

When paying for advertisements please add on 15% for VAT.

### Warning

It is illegal to sell printed copies of computer games. The only software that can be sold legally is the original disk. If you are buying a computer game, please make sure you are buying the original disk. If you are buying a computer game, please make sure you are buying the original disk. If you are buying a computer game, please make sure you are buying the original disk.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

Enclose cheque/P.O. for £. made payable to Commodore User

Name \_\_\_\_\_

Address \_\_\_\_\_

Total number of words: \_\_\_\_\_

Post to: AD. DEPT. COMMODORE USER, 30-32 FARRINGTON LANE, EC1R 3AU.

# ROMAN'S KINGS

## Be a Pal

● **Would an American Amiga be able to operate with a British TV set and software etc. providing that a suitable transformer is used. Also would a C64 disk drive (i.e. 1541) also operate (with transformer) on my British 64? Ryan Dalzell, Co. Tyrone**

An American Amiga will definitely NOT work with a UK television set; the standards are totally different. The US version works on 60Hz and the NTSC TV standard, while the UK version works on 50Hz and the PAL TV system.

A monitor may work, but you will have the problem of possible screen judder due to the different mains frequencies, as well as the problem that the US picture is actually smaller (200 lines not 240) than the UK (which is why US software tends to leave the bottom part of the screen blank on UK systems).

As for an American disk drive for the 64, you may again get problems with the disk frequencies which might upset some of the protection methods currently in use on commercial software, although your own programs shouldn't be affected. As a general rule, try to avoid mixing US and UK hardware if you want guaranteed reliable operation.

## Dip stick

● **Could you please answer these questions:-**

- 1) On a disc drive what is a 'DIP' switch and what is it for?
- 2) Are all commercial software disks for the C64 5 1/4 inch?
- 3) How do I save something to disk if there is already something on it which I wish to keep as there is no fast forward or, such like?

4) What are your views of the Accelerator Plus? Is it better than the 1541 or 1541C and does it take 5 1/4 inch (floppy) disks?

I would be much obliged if you could answer these questions as I hope to upgrade to disc in the near future.  
*Michael Collins, Crews*

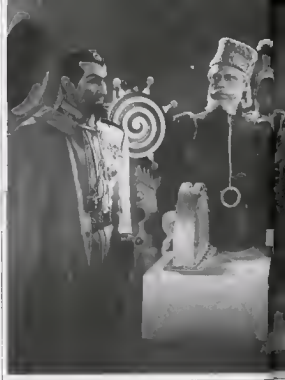
A 'DIP' switch is a 'Dual In-Line' switch which just means that it looks like an integrated circuit chip and fits into similar sized holes on a PCB. It is not peculiar to disk drives (indeed the 1541 doesn't even have any or for as I know) and is much more likely to be found on printers and printer interfaces. All it does is select particular functions, such as device number, font type, LF after CR etc.

As for software, all commercial disk software for the C64 64 is on 5.25" single sided disks. Unlike a tape, a disk drive can access any part of the disk surface at any time. Each disk has an area called the directory, which tells the drive where to find a particular program. When you save something new to the disk, the drive looks for a free area, stores the program in it and then puts an entry in the directory so that it knows what programs are there, and also sets the Block Allocation Map (BAM) so that this area is reserved and not used next time. Provided there is free space left on the disk you can save several programs and the drive will do all the switching for you.

Finally, the Accelerator Plus is a very good value for money. It is certainly better than the 1541, and cheaper than the 1541C. Since it is specifically designed to work with the C64 64, it uses exactly the same disks.

## Collision

● **I have a Commodore 64 and have a big problem with sprite collision detection. OK so**



▲ **What do you mean they're not compatible ... ?**

**we all know how to use the collision detection register to find out what sprites are being hit (oh year, 'course we do - E6) but let's say 5 sprites are touching each other all at the same time, how can I tell if sprite 1 is touching sprite 2, 3, 4, or 5 because the collision detection register will only tell me which sprites are hit - not what sprite is hitting what sprite.**  
*Ansel Lawrence Port Talbot*

Rather a tricky problem, this. Certainly if the sprites are completely overlapped then there is no way of telling, since if you think about it you have actually collided with all of them at once. However, that won't be the answer you wanted I'm sure, but I can only offer a partial solution.

First, by checking the collision register (or servicing the interrupt) at the right point you know immediately a new collision has occurred and since you know which sprite was being moved at that instant you know at least one of the sprites involved. The way I get round the problem is if there are more than two collision indications then I jump to a routine which compares the relative locations of the sprites involved. Normally there will be one of the 'already touching' sprites closer to the new sprite than the others and I assume therefore that it is this one that has

triggered the collision. This is by no means fool-proof, since one sprite may occupy only a small part of its nominal area while another, slightly further away, may actually extend beyond the smaller one. In these cases where sprites are different sizes I use a 'percentage size' factor to try to compensate.

At the end of the day however, unless the sprites are moving very slowly, the player has great difficulty in distinguishing visually which sprites are actually touching when they are all overlapping that closely, so a slight error really doesn't matter. I'm afraid the answer is experiment, there's no simple method.

## Connections

● **Could you please tell me how to connect my 64C to an Epson printer, and where do I get the equipment from if I have seen nothing in any adverts about it.**  
*Andrew Hall, Rochester, Kent*

There are a number of interfaces on the market for connecting a Centronics parallel printer to the C64 64 (at 64C). One of the nearest is the Comprint Interface, which actually fits inside an Epson printer and plugs directly into the



64 with a single cable, no power supply, no extra disk space needed. The good news is that a new version has just been announced, including on 8K buffer to spend up printing (or at least reduce the computer faster). The price is £34.99, although the 2K buffer version is now only £29.99.

Both versions allow the Epson to fully emulate a Commodore printer as well as allowing the features of the Epson to be accessed for word-processing etc. Compant is made by Micro Control Systems (MCS) who can be contacted on 0773 530777. Your local dealer should also be able to obtain one for you.

grateful if you could tell me what it is and what it is used for.  
**James Coates,  
Leeds**

The extra wire coming out of the inside of the data-recorder cable is an earthing strap and is purely there to conform with the Federal radio interference regulations in the USA. It serves no useful purpose on UK equipment as there is nothing to connect it to. Under no circumstances should you connect this wire to any pin on the User Port

## Reading list

● I wonder if you could list all the available machine code books for the Amiga. Could you print the names, publishers, ISBN numbers, and also their uses (ie. Beginners, Reference etc.) I would be eternally grateful if you could do this for me.  
**James Strange  
Crewkerne,  
Somerset**

When you say ALL the machine code books for the Amiga, it isn't quite as straightforward as you seem to imply.

The Amiga is quite a complex machine, quite unlike any of the Commodore machines that have gone before. Although it uses the 68000 chip, there are all the other processors which interact with it to take into account. In order to write correct machine code on the Amiga you have to understand a good deal about the design of the machine as well as just how the processor works and what the instruction set contains of. The following list is definitely not comprehensive, since there are many duplicates from different publishers, but it will give you some idea of what you will need.

1. Amiga Hardware Reference Manual (Pub: Addison-Wesley).
2. Amiga ROM Kernel Ref Manual: Exec (Pub: Addison-Wesley).
3. Amiga ROM Kernel ref Manual: Libraries (Pub: Addison-Wesley).
4. Programming the 68000 (Pub: Sybex).
5. The Kickstart Guide to the Amiga (Pub: Anandine Software Ltd).

You might get away with numbers 1, 4 and 5 as the absolute minimum, but I would recommend all 5 if you really want to get stuck into the writing of good machine code programs. The first 4 books can be obtained either from Silca Shop or Computer Manuals Ltd, while the last one is from Anandine Software direct. The five books will set you back about £114, so hopefully you now have a better idea of the scale of the problem.

because I don't buy an Amiga if my printer don't work with it.  
**Bjorn Stensrud,  
Fagernes,  
Norway.**

There is a way of connecting your existing Commodore printer, although it requires the use of the 64 as well. Tnologic have produced a printer cable called 'Amiga Print Link', which consists of a cable to link the Amiga and the 64, plus a software cartridge which does all the hard work. It only costs £29.95, but it does mean that you can't offset the cost of the Amiga by part-exchanging or selling your 64.

## Cartridges

● I own a C64 and have a small query that I hope you can help me with. I noticed an advert in your magazine for a 'cartridge development system' by Datal Electronics. I was wondering if it's possible to load software, such as Commodore's Music Expansion System, into it and use it as a normal cartridge? Your help would be gratefully appreciated.  
**Graham Butler,  
Fort William**

## Print poser

● I'm writing this letter because I'm wondering about buying an Amiga A500. Now I have a Commodore 64 with a Commodore MPS 1200 printer. My question is: can I get my printer to run with an Amiga A500? If I can, what will I have to change? In my printer I have a 'Commodore Serial Interface', and the cable uses the 'serial' port. Please answer this letter quickly,

In theory, the answer to your question is 'Yes', but it very much depends on how the software is written. Unless the commercial program is re-locatable you could find problems with the program not running in its new address.

There are ways round this, by moving the code back into memory as part of the start-up routine of the cartridge, but this supposes that you have enough room for the code to do this. Certainly the cartridge development system is designed to allow you to put your own programs into a cartridge form, but I honestly cannot say which commercial programs are amenable to this sort of storage method.

## Don't!

● I have had my 64 for about a year now. The thing that puzzles me is, what is the silver thing (wire) that is coming out of the side of the datasette connector on the datasette cable.

I think it is for connecting line 1 to line 3 on the user port to reset the 64 (my 64 hasn't got a reset switch), but I don't want to try anything until I know what it is for sure. I would be

TOMMY'S  
TIPS

# SILVER SCREEN SCENE

Here's the first in an irregular series of film reviews brought to you by the Barry Normans of CU. And why not? The first batch consists of two recent releases in the cinema and a newly launched video, all are licensed conversions to home computer too.

## MASTERS OF THE UNIVERSE (18)

**Directed by Gary Goddard**  
Perhaps it's not fair of me to describe "Masters Of The Universe" as the worst film that has ever been made, but I must say that "Masters Of The Universe" is certainly far and away the worst film I've ever seen. It manages to combine totally useless acting, cruddy script-writing, miserable directing, dismal music and v. un-state-of-the-art special effects.

This particular mixture can sometimes be quite entertaining — the ability to make a really spectacularly bad film is a talent granted to but a few. Sadly, however, "Masters" isn't even terrible in an interesting enough way to qualify as a camp classic.

The story? Well, it seems that the evil Skeletor and his forces of darkness, in the fierce struggle for the planet Eternia, have succeeded in imprisoning the gentle Sorceress in a tubular energy field which is slowly draining mystical power from her and transferring same to Skeletor. Within 24 hours she will be completely helpless, and Skeletor will be all-powerful.

The good guys consist of the sword-wielding He-Man (played by the huge blond and virtually talentless Dolph Lundgren, previously best known as Sly Stallone's evil Commie opponent Ivan Drago in "Rocky IV"), the pretty but vacant Teela and

her grizzly warrior dad Man-At-Arms.

After a failed rescue attempt the heroes retire to the house of the sickeningly twee dwarf Guilder.

This half-pint is possessed of a device called the cosmic key, which although it looks

like the mid-section of a saxophone, has the power to transport those in its immediate vicinity to any part of the universe. The hapless soldiers of good decide to use it to beam somewhere more peaceful to regroup. Things go a bit wonky though, and our heroes find themselves roaming around the town of Colby in deepest California. The cosmic key lands in a nearby cemetery, only to be picked up by local lass Julie Winston and her appalling synthesizer-playing boyfriend Kevin.

The rest of the movie is basically a dreary Keystone Kops chase, as Skeletor and his hideous henchmen and He-Man's mob (aided by Julie and Kevin) scuffle about town in search of the key.

There's a fair amount of laser-shooting and sword-clanging along the way, but even these "action" scenes



are unbelievably dull and run-of-the-mill. You just know there's absolutely no chance that any of the goodies are going to get zapped — which is a great shame.

Nope, I'm afraid if "Masters Of The Universe" were reincarnated as computer, it'd be an Oric. Nick Kelly

## PLATOON (PG)

**Dir. Oliver Stone**  
Soul-searching over Vietnam reached new depths last year as US





directors poured their hearts out in 'war is hell' movies. Oliver Stone's effort has now had its run round the cinemas and made it into your local video shop.

Actor Charlie Sheen dropped out of college and joins the fight for his country 'just like my dad and my grandfather.' The other guys in his platoon can't understand why he volunteered. Instead of waiting for the draft, 'I didn't see why the poor kids should do all the dirty work', he says, to which one of the black guys says, amazed, 'Man you gotta be rich to think like that!' It's the only moment of political insight in the film. After that it degenerates into a quequre of liberalism over terrorising villagers. Never mind the reason they were there in the first place.

This is all illustrated by the struggle between the 'good and evil' characters, the two sergeants, Barnes, a mean son-of-a-

slaughterhouse, and Elias a laid-back guy who prefers blown' dope. That kind of thing, the violence and the language (the 'F' words gets used more often than the word) makes this all pretty unsuitable for kiddies.

The storyline traces Charlie Sheen's metamorphosis from greenhorn to battle-hardened vet. The action sequences, particularly the night fight are frenetic and generate a fair deal of adrenalin just watching them. And it's at this level that Platoon works best, as a

However, things are not what they seem — as Arnie and friends realise when they find the skinned corpse of another reconnaissance team.

Undaunted, they arrive at the guerilla camp in time to witness the execution of a prisoner. So they proceed to wipe out the entire guerilla force in a particularly explosive scene, and Arnie demonstrates his talent as an actor by throwing around a few laughably bad one-liners as he runs amok. When the dust settles, the team finds out that they've

been double crossed, and so, with a female guerilla in tow, they make tracks. Only to run in to real danger.

The real action starts, when the predator picks off the team, one by one. Despite several attempts to trap it and kill it, eventually only Arnie remains and the chase begins. Arnie becomes the hunted...

With the exception of the first cringe-worthy ten minutes in which Arnie is reunited with his old sparring partner, Dillon (played by Carl Weathers — perhaps better known for his part as Apollo Creed in *Rocky II* and *III*), *Predator* is tension and action all the way. The violence is extremely graphic, but very effective — in fact at times it's so over the top you can't take it seriously.

*Predator* won't win any awards for originality, but the weak plot has been competently executed and the special effects are outstanding. A veritable treat for Arnie lovers everywhere or for anyone who enjoys plenty of gore and fast-paced action.

Gary Penn



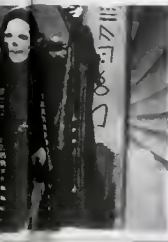
straight war film with full marks for realism. Hollywood is still a long way from making the definitive 'Nam flick.

Mike Pattenden

## PREDATOR (18)

From pumping iron to pumping bullets... In his 13-year, 11-film career, Arnold Schwarzenegger has proved that no-one can play Arnold Schwarzenegger quite as well as he can. In his latest movie, one of the biggest grossing films of 1987 from American box office receipts alone, Arnold plays — well, Arnold Schwarzenegger, alias Major Dutch Schaefer.

Arnie, along with his team of crack commandos, has been assigned the task of rescuing a group of diplomats who have been captured by guerillas in the Latin American jungle.



# HOT SHOTS

Oh cripes, another year, another column. Well, not exactly. This year's going to be different. For a start I'm Ed now (about time too though! I'd never get rid of that O'Lacey character) which means I'm going to be a busier chap and won't have time to do the column any longer. Don't worry though, I'll give you something just as good in its place.

I must say though how humbled I was that my exploits should be officially recognised by all those people in the industry who know me and love me for the person I am. This year's Indin (that's the annual dinner organized for the software industry) handed me their most prestigious award, G.O.B. of the Year. No, I can't remember what it stood for, but I think I got the message. I was so overwhelmed, particularly when the Firebird section of my fan club showered me with flowers, that, for once, I was speechless. I stood in front of the microphone and mumbled incomprehensibly into it. My only defence is that I had the most appalling cold and could barely speak anyway.

Hotshots wasn't the only person to receive an award in the industry's New Year's Honours list. Deputy Editor Gary Penn was also presented with a 'Clive' as they're known.

As you'd expect with an industry that likes a drink (putting it mildly) there was more than one 'do' this Christmas. There was an alternative Indin at a yuppie restaurant in Battersea and an outing which was basically a pub crawl down the King's Road. Most of the members of this particular outing went off

to a Chinese restaurant afterwards. Not so the Ocean boys — they chose instead to gale-crash the EMAP Christmas party a little way up the road in the dinosaur room of the Natural History museum.

Meanwhile the wheels of justice have already turned in 1988 resulting in a shock for sim company Microprose. The American company has been forced to change its name by business software publishers Micropro. Hotshots to the rescue! I've decided to help the sim boys in their name change by running a

competition. The person who comes up with the most suitable title for the dismonikered company will win a superdooper prize. Entries to the usual address.

So what can we expect from the next year? I asked my cousin Mystic Mike who happens to be a bit of a crystal ball gazer what he reckoned might happen this year. This is what he came up with:

**February:** Microprose boss

'Wild Bill' Stealey sells up a satellite TV station I bring simulations into your lives with the aid of God.

**March:** System 3 announce martial arts licence

**April:** US Gold release a boxed set of Executive World

**Class Leaderboard**  
Tournament Deluxe votes 1-10.  
**May:** Gremlin and GRL spend three weeks in the High Court during a bitter dispute for '30's Czechoslovakian mouse cartoon character, Krotzsch. "It's the last rodent character licence left and we're not going to miss out!" maintains Gremlin boss Ian Stewart.

**June:** Ocean release their first film simultaneously in the cinemas and on video but get beaten to the home computer licence by Activision.

**July:** In an audacious marketing ploy Mesiaronic give free Arcade coin-op away with every budget game.

**August:** Domark sign Edwina Currie for calico counter game.

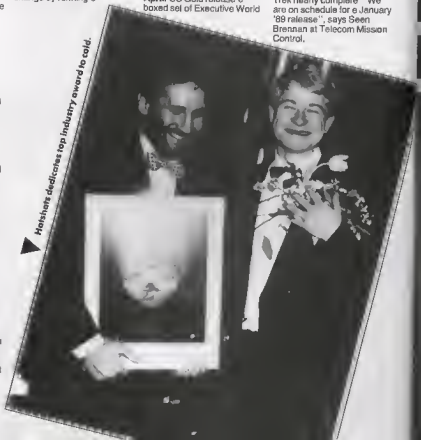
**Sept:** Virgin release game based on Richard Branson flying across the Channel in an inflated Mejas condom.

**Oct:** Firebird lose top music programmer Ubik when his single becomes massive hit in Denmark and he decides to tour there with his backing band The Nobheads.

**Nov:** Elite change over to Julian calendar in an attempt to get products out on time.

**Dec:** Firebird announce Star Trek nearly complete. "We are on schedule for a January '89 release", says Seen Brennan at Telecom Mission Control.

Hotshots dedicates top industry award to cold.







COMBAT SCHOOL TM and  
Namco are trademarks of  
NAMCO. © NAMCO 1987

**ocean**

SPECTRUM  
**7.95**

SPECTRUM  
AMSTRAD  
**14.95**  
DISK

AMSTRAD  
**8.95**  
COMMODORE  
COMMODORE  
**12.95**  
DISK

Osaka Software - 8 Campbell Street, Manchester - M2  
Telephone: 061 852 8800 Telex: 669977 Ocean

# VICTORY



**SNK**

# ROAD



SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95  
COMMODORE DISK £12.95 AMSTRAD DISK £14.95

the name  
of the game

Imagine Software, (1984) 1 Central Street  
Manchester M2 5NS. Tel. 061 943 3939. Box c 65